

# TNOQUEST™

THE ULTIMATE GUIDE TO CARD GAMES • 5

MARVEL  
**OVERPOWER**  
CARD GAME  
GAME REVIEW INSIDE!



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COLLECTOR'S SPORTSBOOK SPECIAL  
\$3.95 USA SEPTEMBER 1995 \$5.35 CANADA



Fight the ultimate battle  
Armed only with your mind, your heart...  
And your deadly hands



# SHADOWFIST™

A NEW TRADING CARD GAME  
**JUNE '95**

DAEDALUS GAMES

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# THE UMBRA™

**T**he blood of the fomori drips from Mari Cabra's claws. Mewling packs of Wyrn creatures retreat before her and vanish in fear into the Umbra. She smiles, and steps sideways into her reflection: they will not escape her. Werewolves have entered into a new field of combat. Greater danger — and greater triumphs — await in the Velvet Shadow, the spiritual reflection of our world — the realm known as the Umbra.

The Umbra is the first expansion for RAGE, the balls out best-selling game of werewolf combat. With over 90 new cards, the Umbra introduces to RAGE fans an entirely new level of play, including a brand-new Quest card series, new characters such as the legendary Wahya Ohni, and a variety of novel foes, such as umbral spirits and the dreaded reality-warping Nexus Crawler.

## RAGE

The Werewolf: The Apocalypse  
Collectible Trading Card Game



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FRAZETTA G.HILDEBRANDT BARR PETAGNO MENDEZ PEREIRA WHELAN STOUT DI FATE

# STAR QUEST

THE REGENCY WARS

CRIMSON EDITION!

The Battle Is Eternal,  
The Images Are Incredible.



Star Quest: The Regency Wars, is now available in a Crimson Edition. Different color. Same fantastic art from 17 of the greatest science fiction and fantasy artists in the Universe.

Star Quest: The Regency Wars. Let the wars continue.

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COMIC  
IMAGE

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FRAZETTA G.HILDEBRANDT BARR PETAGNO MENDEZ PEREIRA WHELAN STOUT DI FATE

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Our cover features Spidey  
looking his keenest for  
the brand-spankin'-new  
Fleer *Marvel OverPower*  
superhero game.

## DEPARTMENTS

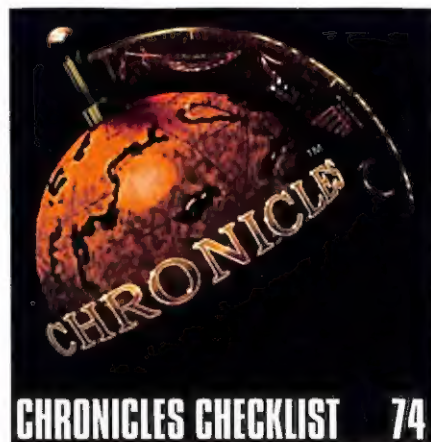
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# Submitted For Your Approval

"Imagine, if you will, five men on a mission. Five men from *InQuest* magazine, sent to get enough *Magic: Ice Age* cards to cram a ton of *Ice Age* information into the latest issue of *InQuest*."

Hi, my name is Tom McKelvey, and I'm the associate price guide editor here at *InQuest*. Last month, *Wizard/InQuest* Art God Dan Reilly, *InQuest* Game Master Jeff Hannes, *Wizard* Assistant Price Guide Editor Bob Marshall, *InQuest* Assistant Editor Mike Fasolo, and I were dispatched to the Mecca of the world, New York City, to get cards for both our personal collection and use in the magazine.

Simple, right? Right...

On the way in, one of New York's notorious drivers decided to make a right turn from the left lane, cutting us off and scraping a healthy patch of paint off my car.

Despite this ominous omen, I was too excited by the imminent *Ice Age* to be discouraged. The five of us went into the first store and said, in unison, "We'd like to max out on *Ice Age*!"

The limit was two starter decks and 18 booster packs. That wasn't enough for me, so we hit the second target, in the middle of one of the busiest parts of the city, Rockefeller Center. We parked the car, went in, and once again maxed out.

Happily cooing over our cards, we walked outside to find the car... Actually, we didn't find it. At all. That's right—New York's finest had confiscated our car in one of their notorious parking sweeps.

We did find a meter maid, and asked where in Hades our car had gone. She gave us an address that was at least 30 blocks away—and pretty close to where we'd started our shopping spree.

After a long, hot walk, we arrived at The Pound. We spoke to a few very humorous people who gave us some water, took my \$150, and let us be on our way with our vehicle.

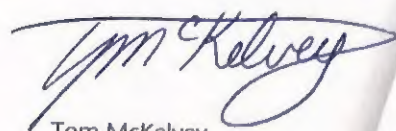
We were mad. We were hungry. We had to pass the third store on the way home anyway. We stopped and went in. (Actually, we stopped and four of us went in.)

Because of the money we'd spent on the impounded car, we couldn't get all the *Ice Age* we wanted. But it was enough to suit our purposes—and besides, our expedition to Manhattan isle had turned out to be a bit too much like Gilligan's fateful outing. Clutching our boxes, we made haste for the Batcave.

Where we were greeted by just a little teasing.

But, hey, we got *Ice Age* as soon as was humanly possible. We got to play early, and you, the fan, got to see the information as quick it comes. That alone makes it all worthwhile (maybe even including the scratch on my car).

And to think that *Chronicles* is right around the corner!



Tom McKelvey  
Associate Price Guide Editor

the guys and gals who make this

M T +

Editor-in-Chief: Pat McCallum

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Design Director: Robin James Ramos

Designers: Brad Fountain, Steve Blackwell

Procurer of art: Dan Reilly

Contributing Writers: Eric Black, Matt Forbeck,

Matthew Lee, Beth Moursund, Richard Warren

WIZARD PRESS

President/Publisher: Gareb S. Shamus

Executive VP: Fred Pierce

Executive Assistant: Martha Scheidegger

Production Director: Douglas Goldstein

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Sales Assistant: Kathleen Doherty

NY: ph: (914) 268-3907 fax: (914) 268-5386

CA: ph: (310) 530-6560 fax: (310) 530-6690

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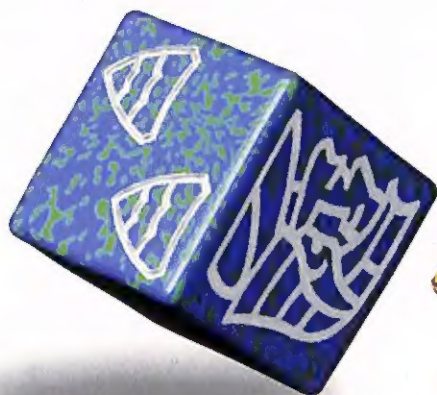
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"At 451°F  
the heat is  
enough to cause a  
third degree burn"



**HOTTER**

...1200°F  
liquefies steel,  
melts the polar ice cap  
and creates  
"global warming"



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# INQUISITION

## The End is Near

Boy, we've made some sweeping changes in *InQuest* over the last five months. We've gone up a total of 24 pages since #1, completely overhauled the price and players guides, added a bushel of new columns and departments, and replaced the letter-answerer guy...me.

While I love doing the letters, my responsibilities for other parts of *InQuest*, *Wizard: The Guide to Comics*, and the specials *Wizard Press* is putting out this year make it impossible for me to continue. As of next ish, *InQuest* Editor Michael Searle picks up the mailbag reigns.

Mike is really on the ball when it comes to fantasy gaming. He's pitched in and helped me answer questions in this column that left me clueless, and is overall one of the nicest people I've ever met. You'll be in good hands.

(Thanks, Pat. I'll slip you the Beta Time Walk later. —Mjs)

YEAH, I PLAY  
MAGIC. I WATCH  
MELROSE TOO. WANNA  
MAKE SOMETHING  
OF IT?!



### Satan Plays Magic?

I have to say that I am totally disappointed with the parents and officials that are striking out against *Magic* because they think that it is evil or satanic. What they fail to realize is that it is a game....

You must look at what it also teaches kids. They learn logic and strategy. They learn how to trade and value what they have.

I am a 26-year-old man and I love *Magic*, and a lot of my friends do as well. I collect and play very frequently. I love going to my local shop and trading with kids, and often getting beaten by them in a game. They totally know what they are doing, and they don't see it as an evil game.

Concerned,  
David P. Linton Jr.  
Trenton, NJ

*Magic* lets you look at things in a totally new perspective every time you play, and it gets you thinking. As for people who think it rots your brains out, I'm the vice president of my school's National Junior Honor Society, and received four awards at our awards night, including a presidential education award signed by Bill Clinton. I think these accomplishments are something to think about from a kid who is addicted to the game.

[Some *Magic* cards have demonic images,] but, like *Dungeons & Dragons*, it just has a bad reputation.... Everyone I know who plays it, plays it for one reason only: it's just plain fun.

Robert Yamamoto  
Las Vegas, NV

I enjoyed your article on how people think that *Magic* is satanic. We have the same problem in our town. The parents have pressured our school to the point that students are no longer allowed to play. The penalty of play-



ing is getting your cards taken and not returned, and receiving a suspension. Is there anything we can do in order to help change their minds?

**CaveMan Og**  
**America Online**

If someone, be it a teacher, parent, or friend, views fantasy gaming (or one of your other hobbies) in a negative light, take the time out to educate them about what you're doing. People's fear and hate may subside once they understand what's really involved.

I WANNA LIVE!



### Magic Artist Busted

I don't usually respond to letters pages and editorials in magazines, but after seeing the Casting Call for *Magic* in *InQuest* #2, I have been "lured." I've been doing conventions from coast to coast for the last year and a half, and along the way, I've been running small, friendly competitions to see who can correctly name which famous person modeled or inspired the *Magic* cards I have illustrated....

The ones that pop up the most often [for the Veteran Bodyguard] are Mel Gibson and William Shatner. In fact, only three people have correctly guessed that the model was Lou Ferrigno...until *InQuest* revealed the truth!

Therefore, I would like to send my kudos to the group at *InQuest* for a job well done. However, I would like to add that if this movie ever does take place, can I meet the Serra Angel as played by Sharon Stone? Can I? Huh? Huh? Can I?

Until then, "May your Serras never be Earthbound!"

**Douglas Shuler**  
**Cyberspace**

Hey, thanks for the nice letter, Doug, and a special tip of the *InQuest* cap to Wizard: The Guide to Comics Editor Brian Cunningham for making all four of our Casting Calls pretty darn spiffy. As for meeting Ms. Stone, if that *Magic* movie ever gets made...get in line.

### Still a Vampire?

Is *Vampire: The Eternal Struggle* different from *Jyhad*? Are there new cards? Modified play?

**Gina M. Jenkins**  
**Sunnyvale, CA**

*Vampire: The Eternal Struggle* is an updated version of *Jyhad*. The rules are being streamlined, the cards are being redesigned for easy recognition (though the art will stay the same), and the card backs are being changed to fit their snazzy new name. Other than that, it's the same ol' blood-lickin' fun.

### Magic Misprint

Last weekend, my girlfriend and I each bought a Revised *Magic* booster pack. In hers was a Serendib Efreet. It's a blue card needing one island and two other mana to summon, but the border is green. Is it a misprint? Will it be worth more [than a correctly printed card]?

**Mike Wong**  
**Cyberspace**

Your Serendib Efreet is just like everybody else's Revised Serendib Efreet. Y'see, WatC made a li'l boo-boo with ol' Serendib. They intended to reissue the Arabian Nights Serendib Efreet, a blue card. What they ended up with was the power/toughness, casting cost, and abilities of the Serendib Efreet, but with the picture and border art of the Ifh-Biff Efreet, a green Arabian Nights card. Their card checkers were on vacation that week.

### Another Satisfied Customer

I have a few comments to make about your magazine.

1) What's with all these pages with practically nothing on them to read? There are an abundance of articles that seem relatively pointless (i.e., "Ultimate Chaos," Casting Call). I can see that you guys are trying to have a lot of fun with this, but it serves as little help to anyone who just wants to read about trading, strategy, combos, and decks, and stuff like that. More on cards, please.

2) Interviews are boring unless you have someone interesting.

3) Your tips on deck construction sound great, but there are a vast majority of players out there who read your magazine who have never heard of spells like Berserk and other out of print stuff. Maybe you should focus

on cards in print.

4) The prizes for your contests are great, but they seem very hard to win.

5) Keep the free cards rolling!

**Jeff Sturges**  
**America Online**

1) We've pumped up our page count over the past couple of issues, incorporating a whole slew of gaming-related stuff. Hope you like.

2) We agree.

3) Check out this issue's all-Ice Age deck. Some upcoming Killer Decks will consist of in-print, non-bank-account-emptying *Magic* cards. On top of that, the players guide tips this ish and last focus on Ice Age.

4) Yeah, some are kinda tough, but we do multiple contests per issue, so there are usually some that are easy to win. Try your hand at those you feel comfortable entering.

5) Okey-dokey.

### Bloody Impulsive

I love your magazine—it gives me something else to do rather than make terrible *Magic* trades. I just got *Blood Wars* when I was out at the mall the other day—impulsively, I might add—because I've never tried anything other than *Magic*. Do you think that there are other good card games out there, or are they all just copies of *Magic*?

**WesManiac5**  
**America Online**

Heck, yeah! *Poker* is one of my favorites (and it's been around longer than Richard Garfield's great grand-pappy!). *Uno* is always great fun, *Hearts* is pretty keen, *Blackjack* is swell, and nothing beats *Go-Fish*. (But stay away from *Pinocle*. Evil freakin' game.)

I'LL SEE YOU ALL DEAD.



### Cows

Hahaha...[issue #2] page 28...Cows, bastards...hahaha, my sides hurt...

**Justin Machado**  
**Phillipsburg, NJ**

Your sides hurt? How do you think the cows feel?

### Thank Tourach

Planeswalkers everywhere are grateful. In a matter of a few months, over a handful of magazines have come out



devoted solely to collectible trading card games—and *InQuest* has turned out to be an early favorite. The articles are relevant and interesting, and the deck-building article is more than promising (thank Tourach you're monthly!). So, congratulations.

However, as with all new things, there are a few things that have to be corrected. The *InQuest* price guide is by far the easiest to read among the card price lists available, and the card descriptions are a thoughtful addition for players who have never seen the actual card (Golgothian what?).

It must be noted, though, that summarizing the descriptions is risky business.... For example, using "controller" instead of "caster" [for] *Personal Incarnation* changes the tone of the game entirely (ever heard of *Control Magic*?)....

All in all, however, the magazine holds a lot of potential. Damn, keep up the good work. Oh, and one more thing. Do I need to cut up my magazine to enter the Every *Magic* Card *InQuest* Contest, or can I photocopy it?

**Kensai**  
**America Online**

*We're constantly reviewing our price guide listings for errors, and we appreciate your pointing them out. As for the contest entries, you can photocopy a blank form or enter on a 3-by-5-inch index card instead of taking the official entry form from the magazine. But hurry, you're almost out of time!*

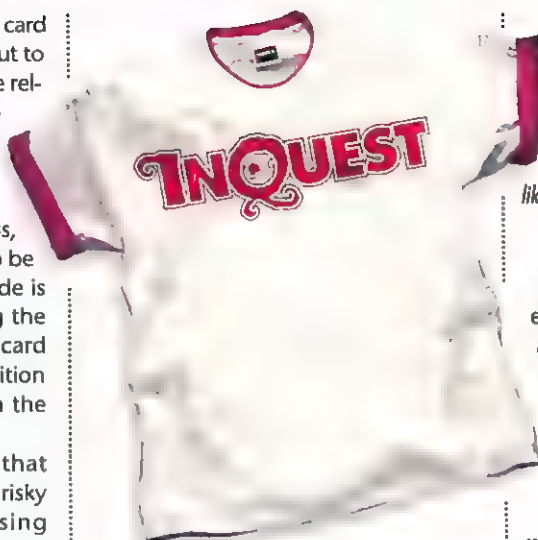
### Homelands Bound

I agree with Editor Michael Searle's article about [the cheesiness] of Channel-Fireballing people.

In the June issue (*InQuest* #2), you answered a question about upcoming expansion sets and mentioned *Ice Age* plus an *Ice Age* expansion called *Homelands*. Does this mean two *Ice Age* sets? What makes it an *Ice Age* expansion compared to a normal expansion?

**Joe Ibershoff**  
**Charleston, WV**

*While Legends, Antiquities, and The Dark were expansion sets for the basic Magic: The Gathering set, Ice Age is the first "stand-alone" expansion, meaning that it's intended to exist in its own little frosty world. While the cards are compatible with other Magic cards, Ice Age allows fans to play Ice Age-only games, where everyone is on equal footing cardwise, without Moxes, Black Lotus, and other spoilers that new gamers have a tough time getting. Wizards of the Coast is keeping mum, but we do know that Homelands will be an expansion set following on the footsteps of Chronicles either due out this fall or early '96.*



### The Shirts Off Our Backs

I think a good addition to the mag would be a card combos section where readers could send in their best card combinations, and if they're printed, maybe win an *InQuest* T-shirt or something.

**Cliff Meyers**  
**Buffalo, NY**

*Great idea, Cliff. If any o' you gaming fans out there have any spiffy card combos, for any game, jot 'em down on a slip of paper and mail 'em off to: Card Combos, c/o InQuest, 151 Wells Ave., Congers, NY 10920. If we use your combo, we'll credit you in the magazine, and you'll win some kinda neat prize.*

### More Chickens

I would like to say that your mag looks great. I probably would never have seen it if Dale Mulcahy (you know, the guy in the ninja suit from issue #1) hadn't said, "Check it out, they like me!" I read his letter [in issue #1], then snatched the magazine from him and spent the rest of the class looking at it. I bought issue #2, and I must say, I love the cover art (not a vampire with a bloody chicken, but just as good)....

Some questions or comments:

- 1) I remember reading something about the possibility of a fiction-writing contest. What's the status of that?
- 2) Where are the nude shots?
- 3) What is "Feliz Navidad" [mentioned in #1's "Ultimate Chaos" feature]?
- 4) You need more vampires with bloody chickens.

**Jason Dansby**  
**Madison, AL**

*First off, that was a dove on the cover to issue #1, not a chicken. It being a dove makes it more gruesome. Everybody eats chickens.*

Your answers:

- 1) Check out the Hyborian Gates contest in next month's issue.
- 2) In my wallet, where they belong.
- 3) Spanish for Merry Christmas.
- 4) It wasn't a chicken! (And we never said we liked Dale Mulcahy. That guy stole all our ideas.)

### Pen Pals?

I love your magazine! It has everything a person needs to know about collectible card games! I just have one suggestion: how about adding a list of CCG clubs and stores where they meet?

**Jay Davis**  
**Fort Smith, AR**

*Yikes. That would be some list. Talk about endangering the rain forests! What might be a little more feasible is a Pen Pals-type section, where we can hook gamers up with other gamers. Good idea? Crappy idea? Write in and let us know.*

### The Origin of the Species

Where did the miscellaneous *Magic* cards that you have listed in your price guide (Arena, Giant Badger, and the rest) come from? They look pretty spiffy, and I would like to know where to get them.

**David Amy**  
**Cary, NC**

*HarperPrism has released a series of novels based on Magic: The Gathering. The backs of the first four (Arena, Whispering Woods, Shattered Chains, and Final Sacrifice) feature order forms with which you can send away for exclusive cards.*

*And that was that. Thanks to all who wrote in. You not only helped make InQuest a better mag, you make it pretty fun to work on. Adios.*

Send yer letters to [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or:

**INQUISITION**

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**Congers, NY 10920**

Please include your full name, mailing address, and phone number in all letters.



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IF IT'S NEWS,  
IT'S HERE!

# LEFT OUT IN THE COLD

**M**agic: The Gathering publisher Wizards of the Coast recently severed ties with Heroes World, leaving Heroes World customers without cards from the latest *Magic* expansion.

Heroes World and the stores it serves were initially shut out of the debut of the *Ice Age* expansion set, even though retailers and consumers had ordered and paid for the cards months in advance.

"Wizards of the Coast did send [Heroes World] some [of their order], but how much they sent I don't know. [Heroes World] sent me approximately one-third of my order," says a retailer who requested anonymity.

Heroes World is primarily a comic book distributor. After its recent purchase by Marvel Entertainment Group, owner of Marvel Comics, Heroes World announced that it would distribute only Marvel Comics comic books. The company also announced that on June 30, 1995, it would sharply curtail its distribution of game products.

In a statement sent to its clients, Heroes World speculated that Wizards of the Coast might have preserved its ties "if our sister company Fleer had not published what could be considered a competitive product." Heroes World carries *Marvel OverPower*, a card game based on Marvel Comics characters and produced by Marvel-owned Fleer.

However, a fax from Wizards of the Coast implied that Heroes World had cut ties. "Marvel bought Heroes World as their exclusive distributor, and thus they're not carrying any other products besides Marvel products," read a faxed statement from WotC Media Relations Director Carrie Thearle.

In a later fax, Thearle wrote, "It was a mutual decision."

Retailers who dealt with multiple distributors got more of their order. But the size of the discount many distributors offer is directly related to the amount of product stores buy. For many retailers, it's not cost-effective to deal with more than one distributor.

Heroes World allocated its shipments of *Ice Age* received before June 30, the day ties were officially severed, but it's not yet certain if orders will ever be completely fulfilled.

"They haven't said one way or the other whether we're getting it or not. If Wizards of the Coast agreed to take the orders from Heroes World, they should at least give them everything they ordered up to June 30," says one retailer.

"Look, even if the only thing the company is out

to do is to make money, they won't make it if they start to alienate the fans," complains Dan Scheffer, a player from Monroe, N.Y. "We're the ones who buy the games, and if they aren't available to us even when we place advance orders, they will lose us."

Heroes World declined to return numerous phone calls from *InQuest*.



**"Wizards of the Coast did send some [Ice Age], but how much they sent I don't know. [Heroes World] sent me approximately one-third of my order." —anonymous retailer**



# Higher Magic: WotC Raises Prices

For the first time in the history of the game, Wizards of the Coast is raising the price of *Magic*.

A June 21, 1995, letter to retailers signed by Wizard of the Coast President Peter Adkison announced price increases for *Magic's* Fourth Edition, *Ice Age*, and *Chronicles* sets. The letter attributes the increases to higher paper and printing costs, and a drop in the value of the U.S. dollar in international markets.

Starter decks for *Ice Age* and the Fourth Edition will now bear an \$8.95 suggested retail price, an increase of one dollar, while booster packs for those sets will bear a \$2.95 suggested retail, a 50-cent hike. *Chronicles*, which will be sold in boosters only, will carry a suggested retail price of \$2.45, up from \$2.

The price changes will take effect with orders shipped in September.

Wizards of the Coast was not available for comment.

# Loss of a Legend

Author Roger Zelazny succumbed to lung cancer on June 14, 1995. A resident of Santa Fe, N.M., he was 58 years old.

Zelazny, who wrote over 150 short stories and 50 books, was well-known and respected by fantasy and science fiction fans and writers alike. His career began in the '60s, when science fiction was first beginning to break away from its traditionally upbeat portrayal of the future. He and others gave readers a look at the possibilities of a future that held nightmarish consequences. His novel *Damnation Alley*, about four survivors of a nuclear holocaust, was made into a 1977 movie.

Zelazny's series of *Amber* novels about Amber, the one true world, and the intrigue and adventure surrounding around its royal family is well-known and loved among fantasy fans. Zelazny also helped create a 1991 diceless roleplaying game based on the world of *Amber*.

Over the course of his career, Zelazny won every major award for science fiction writing, including two Nebulas, which are awarded by the Science Fiction Writers of America.

Zelazny is survived by his wife, two sons, and a daughter.



Roger Zelazny. Gone but not forgotten.

# QUICK TAKES

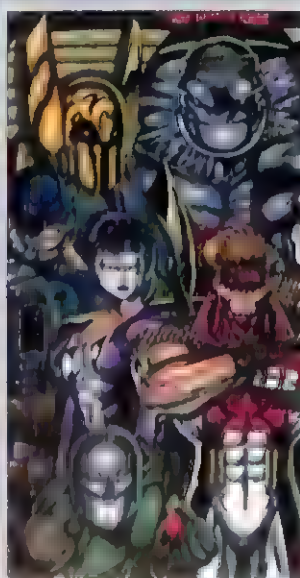
## Challenges

The results of the first Corporate Card Challenge are in, and the Wizards notched the win. Wizards of the Coast's four-player team, which included company president Peter Adkison, defeated Microsoft's team in a matchup of Seattle, Wash.-area corporate giants. In the speed tournament, Gary Smith and Dan Cervelli tied for tops with 30 points each. *Magic* creator Richard Garfield was caught in a three-way knot for third place at 24 points. The only Microsoft employee to crack the top eight was Aaron Coutu, who tied for sixth with 22 points.

The *Magic: The Gathering* World Championships will be held August 4-6, 1995, in the Sea-Tac Red Lion Hotel in SeaTac, Wash., not at Gen Con. Because of a hotel registration mix-up in Milwaukee, Wizards of the Coast moved the championships back to their home state of Washington.

## Comics 'n' Cards

Acclaim Comics' next *Magic: The Gathering* comic book is due in October. *Homelands Special*, a one-issue comic, will



be based upon the upcoming *Homelands* expansion set. Written by Dan Chichester (*Daredevil*, *Elektra: Roots of Evil*) and fully painted by Rebecca Guay (*Black Orchid*), with cover art by Greg and Tim Hildebrandt, the comic will include one of three rare cards from *Homelands*.

This October, Caliber Game Systems will add Youngblood

Rob Liefeld's Youngblood

characters are game if you are.



to its *Powercardz* collectible card game. The Youngblood superheroes, created by Rob Liefeld, join Todd McFarlane's *Spawn* as the second Image Comics property to be translated to *Powercardz*. Like the *Spawn Powercardz* set, the *Youngblood* set will contain 180 cards and be sold in 50-card starter decks and 15-card booster packs. Starters will retail for \$8.95, boosters for \$2.99.

## Art

Iron Crown Enterprises' *Middle-earth* collectible card game is due in November. The game, based on the fantasy universe from J.R.R. Tolkien's books, allows players to become one of five wizards sent to Middle-earth to stop Sauron. *Middle-earth*:



The *Wizards* will be sold in 76-card starter decks for \$9.95 and 15-card booster packs for \$2.95.

Destini Productions has a slew of limited edition prints for sale. Several are illustrations by Destini owner Ed Beard Jr., including cards from Destini's *Flights of Fantasy* and *Wizards of the Coast's Magic* card games. In the fall, Destini will sell limited edition prints of artwork from Iron Crown Enterprises' *Middle-earth* card game. For ordering information, write Destini at 73 Fessenden St., Warwick, RI 02886.

Destini will be selling artwork from the forthcoming *Middle-earth* game (above) and *Flights of Fantasy* (right).

## International News

Wizards of the Coast has contracted Ediciones Martínez Roca to market and distribute *Magic: El Encuentro*, a Spanish version of WotC's *Magic: The Gathering*. Ediciones Martínez Roca will provide customer support and organize tournaments in Spain, among other activities. *Magic: El Encuentro* will be released in early July, coinciding with the Spanish National Championships in Madrid. A division of Group Editorial Planeta, Ediciones Martínez Roca has translated and published authors like Isaac Asimov, Stephen King, Naguib Mahfuz, and Danielle Steel.

On June 30, a limited edition set of *Magic: The Gathering* was released to French-speaking fans. *Renaissance*, a limited edition French-language printing of all the cards added between

the Revised and Fourth Editions of *Magic*, is being sold in eight-card booster packs in French, Belgian, and Swiss stores.

## Animals

Margaret Weis and Tracy Hickman are returning to the world of Krynn. *Dragons of Summer Flame*, their first novel for the *Dragonlance* series in nine years, will depict the final struggle between the forces of good and evil as the dragon lance is passed on to its rightful heirs. This 560-page hardcover book, retailing for \$23.99, will be unveiled in November with an author tour in several major cities. Jeff Easley will be the cover artist.

Flying Buffalo will release four flip books with characters from their *Tunnels & Trolls* game. The flip books are a system of combat for RPGs that doesn't require dice. The books are designed to show the outcome of combat using pictures. The first four books will retail for \$5.50 each.

## Seconds

The second kicker pack for TSR's *Dragon Dice* will roll into stores this November. This set will be filled with creatures



called Firewalkers, who are companions to the evil Lava Elves. Eight Firewalker dice can be yours for \$5.95.

A second set of cards for the *Warhammer Quest* miniature roleplaying game are to be released in August from Games Workshop. The 55 treasure cards, awarded for successfully defeating monsters or opening chests, will include new potions, weapons, and items. They'll retail for \$8.99.

## History

Thunder Castle Games will release its first expansion set for *Towers in Time* in November. *Amazon* will be a stand-alone



# QUICK TAKES

expansion set, but will also be completely compatible with the original *Towers in Time* set. Artists from *Magic: The Gathering* such as Susan Van Camp and Mark Poole will be doing the art for this 165-card set. Fifty-four-card starter decks will retail for \$6.95, eight-card booster packs for \$1.45.

Chameleon Eclectic and Pinnacle Entertainment will release *The Last Crusade* this October. This collectible card game is based on World War II battles such as the invasion of France by the Allies and



the Battle of the Bulge. The 300-card set will sell in 60-card starter decks retailing for \$9, and will include 10 rare cards per deck.

## Look Out!

If you're planning to buy *Star Trek Warp Packs*, you may want to hold off. Decipher never intended these packs of 12 cards for its *Star Trek: The Next Generation Customizable Card Game* for retail sale; the packs are supposed to be given out free by retailers. Warp Packs can be received free just by writing to Free Warp Pack Offer, P.O. Box 465, Gainesville, VA 22065. If you know of retailers who are selling these packs, let Decipher know by writing to the same address.



We hear ya, Scottie

## FREE WARP PACK



ONE PER CUSTOMER, PLEASE

## Worldwide Magic

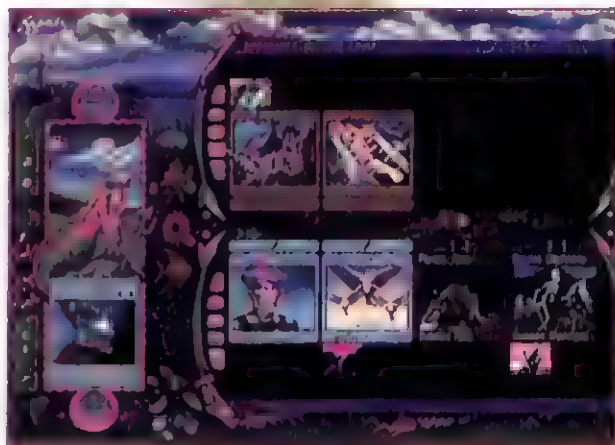
Software publisher MicroProse and on-line service provider GEnie announced that they are launching an on-line version of *Magic: The Gathering*. Users of MicroProse's upcoming *Magic* CD-ROM for IBM-compatible computers will be able to enjoy the service if they have a modem hooked up to their computer.



GEnie has "a tradition of working with a variety of other companies to help them run games in a national on-line kind of environment," says Arnold Hendrick, producer of MicroProse's *Magic* CD-ROM. "Among the traditional hardcore gamers, at least in the on-line world, GEnie is known as the place to go."

"GEnie has a proven track record with some of the big games that are currently on-line. *GemStone III*, which is currently one of the top-grossing games, is on the GEnie network," noted Paula Rebich, public relations manager for MicroProse.

MicroProse turned to Simutronics for help with the on-



line service. Simutronics designed a system that should hold thousands of players simultaneously.

"Everyone starts off with an unlimited

*Magic: The Gathering*  
and roleplaying enter  
cyberspace!

amount of basic land and about 100 cards. Every time you duel, depending on whether you win or lose, depending on how stiff an opponent you go up against, at the end of the duel, you get a certain amount of what is called Spell Shards. When you get enough of these, you can trade them in for a [computer-generated] booster pack of your choice," Hendrick says.

In addition to dueling, players will also be able to talk or trade with other mages.

Monitors, called gamemasters, will be on-line to make sure things run smoothly. These gamemasters will also help organize various tournaments for on-line players.

MicroProse declined to give a specific date for the release of the CD-ROM, but said it should be on the shelves in the late summer or early fall, and should be priced in the \$50- to \$60-dollar range.



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This summer, Marvel's greatest heroes and villains come to life in the Marvel OverPower Card Game! This collectable card game from Fleer features stunning new artwork by the greatest artists in the industry. Get ready...It's Clobberin' Time!

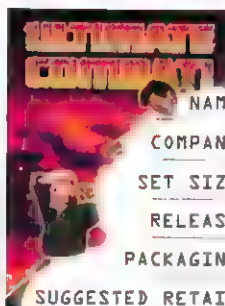
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# ON THE SHELVES

## THE GUIDE TO UPCOMING GAME RELEASES



**NAME:** The Ancient Fighting Arts of China  
**COMPANY:** Ultimate Games  
**SET SIZE:** 120 cards  
**RELEASE:** August 1995  
**PACKAGING:** 15-card booster packs  
**SUGGESTED RETAIL:** \$2.95 per booster

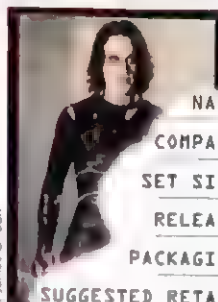
**Here's the Deal:** This first expansion set for *Ultimate Combatt* will introduce more fighting arts, like Kung Fu, Wu Shu, and Tai Chi, as well as expanded advanced rules for customizing personalized decks. It will also introduce two new card classifications to the game: Coach and Impact cards. The 15-card boosters will include one gold-, two black-, three brown-, and nine white-belt cards.

### ARCANA



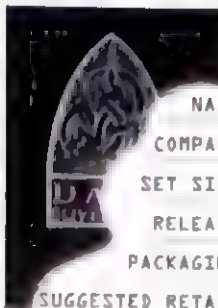
**NAME:** Arcana  
**COMPANY:** Atlas Games  
**SET SIZE:** 153 cards  
**RELEASE:** August 1995  
**PACKAGING:** 10-card booster packs  
**SUGGESTED RETAIL:** \$1.95 per booster

**Here's the Deal:** The mystic subculture of Al Amarja will be brought to light in this third *On the Edge* expansion set. Find out about con artists, psychic dolphins, and the Nekroi who roam the astral plane, among other fantastic characters. Each display box of *Arcana* will contain one of four rare chase cards depicting a character from the packaging of one of the *On the Edge* products: *The Cut-Ups Project*, *Shadows*, *Arcana*, and the *Surviving On the Edge* players guide.



**NAME:** The Crow  
**COMPANY:** Heartbreaker Hobbies & Games  
**SET SIZE:** 105 cards  
**RELEASE:** August 1995  
**PACKAGING:** 15-card "Master Booster Packs"  
**SUGGESTED RETAIL:** \$2.95 per booster

**Here's the Deal:** Eric Draven is back—again. *The Crow Collectible Card Game*, which rises to the shelves this August, is based on the 1994 movie of the same name. The game will feature never-before-seen scenes from the movie. Every "master booster pack" will contain a four-page rule book, and scattered throughout the packs will be 10 extremely rare "special prism" cards featuring the moody paintings of Crow creator James O'Barr.



**NAME:** Dark Sovereigns  
**COMPANY:** Wizards of the Coast  
**SET SIZE:** 100 cards  
**RELEASE:** August 1995  
**PACKAGING:** 15-card booster packs  
**SUGGESTED RETAIL:** \$2.45 per booster

**Here's the Deal:** Clans Giovanni and Ravnos will be introduced in this first expansion set for *Vampire: The Eternal Struggle* (aka *Jyhad*). This set will delve into the legends and myths of the vampires of Western Europe, uncovering some new vampire disciplines like necromancy and chimerstry; new locations like Heidelberg Castle and the Palace at Versailles; and new vampires like the Queen of London.





NAME: **Magic: The Gathering  
Pocket Players Guide**  
COMPANY: Wizards of the Coast  
RELEASE: August 1995  
SUGGESTED RETAIL: \$7.95

**Here's the Deal:** This book, the revised edition of the Pocket Players Guide, is the best source that players can look to for answers to their rules questions. The book will feature new sections on multiplayer games, Fourth Edition tournament rules, a Fourth Edition card list, and a section of collectors information on the expansion sets up to *Fallen Empires*. Original Quinton Hoover art graces the cover, and the interior contains other original illustrations. There'll also be a list of Wizards of the Coast personnel to contact for answers to any of your *Magic* questions.



NAME: **Moons of Khadar**  
COMPANY: Outer Earth Games  
SET SIZE: 240 cards  
RELEASE: August 1995

PACKAGING: 60-card starter decks; 15-card booster packs  
SUGGESTED RETAIL: \$9 per starter; \$3.50 per booster

**Here's the Deal:** Using cards and dice, this collectible trading card game will pit players against each other in a battle of strategy, cunning, and wit. Players are Khadans, or klan lords, who lead their klans to the battlefield to destroy their enemy's protective dome. Players can use objects from any of the five moon societies, including creatures, techno-magic, and vehicle cards. The initial starter decks will only have planetary cards, while there will be five types of booster packs, one for each of the five moon societies.



NAME: **Proxies & Powers**  
COMPANY: TSR  
SET SIZE: 134 cards  
RELEASE: August 1995  
PACKAGING: 15-card booster packs  
SUGGESTED RETAIL: \$2.50 per booster

**Here's the Deal:** The Blood Wars will take a new turn with this third expansion set, *Proxies and Powers*, when the gods get involved in the wars. Find out about your favorite deities, their powers, and their followers.



NAME: **Umbra**  
COMPANY: White Wolf  
SET SIZE: 90 cards  
RELEASE: August 1995  
PACKAGING: 12-card booster packs  
SUGGESTED RETAIL: \$1.95 per booster

**Here's the Deal:** This first expansion set for *Rage* deals with the spiritual realm of the werewolf. The set will include more Wyrms, Garou, and Event cards, giving the game an even nastier edge.



NAME: **Warzone**  
COMPANY: Heartbreaker Hobbies & Games  
SET SIZE: 100 cards  
RELEASE: August 1995  
PACKAGING: Eight-card boosters  
SUGGESTED RETAIL: \$1.60 per booster

**Here's the Deal:** This second expansion set for *Doomtrooper* focuses on corporations. It also features a new type of card, Warzones. These let players change the scene of the battle, which has various advantages and drawbacks depending upon the combatants. As with all *Doomtrooper* expansion sets, a distinctive logo will be printed on the faces of these cards to let players know they belong to *Warzone*. This expansion will be a one-time, limited-edition printing.



NAME: **Wing Commander**  
COMPANY: Mag Force 7  
SET SIZE: 300 cards  
RELEASE: August 1995  
PACKAGING: 65-card starter decks; 15-card booster packs  
SUGGESTED RETAIL: \$7.95 per starter; \$2.65 per booster

**Here's the Deal:** Based on the *Wing Commander III* CD-ROM computer game, this collectible card game will premier in August at Gen Con, where Mark Hamill will be promoting it. The game pits the alien Kilrathi in interstellar combat against the Terran Confederacy. Starter decks will either be red (Kilrathi) or blue (Terran), though booster packs will contain a mix of the races.

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# On Deck

Reviewing the latest releases in collectible card games.

## Rage

**R**age is a fast-paced collectible card game of combat where players control packs of werewolves. Players race to accumulate a preset number of victory points, which are acquired by destroying cards in play, including other players' werewolves.

Based on White Wolf Game Studio's *Werewolf: The Apocalypse* role-playing game, *Rage* is the second Storyteller game to hit the collectible trading card market. It bears many similarities to its vampiric predecessor *Jyhad* (co-produced with Wizards of the Coast, and due to be re-released as *Vampire: The Eternal Struggle* around the time you read this). But make no mistake about it: *Rage* is a game of combat. If you're the kind of player who likes to beat the heck out of your opponent, then *Rage* is the game for you. If you like sitting around and watching, go rent *The Howling*.

### Rage

LIMITED EDITION

PUBLISHER: WHITE WOLF GAME STUDIO

GENRE: HORROR

RELEASE DATE: JUNE 1995

SET SIZE: 321 CARDS

PACKAGING: 60-CARD STARTER DECK;

12-CARD BOOSTER PACKS

SUGGESTED RETAIL: \$7.95 PER

STARTER; \$1.95 PER BOOSTER

RATING: ★ ★ ★ ★

The one quality that sets *Rage* apart from other card games is the fact that players take their turns simultaneously. There's very little sitting around and waiting in this game. If multiple players want to do something at the same time, they randomly determine who goes first. It's simple, straightforward, and doesn't require 23 pages of timing rules.

Play begins with all of the werewolves active, so there's no build-up or preserving of precious resources. This really kick-starts the action.

All of the werewolves—Garou, as they're called in the game—belong to one of 13 tribes. These tribes are further subdivided by auspice, which represents the phase of the moon under which the werewolves were born.

Depending upon a Garou's tribe, auspice, and Gnosis (a score representing ties to the spirit world), Garou can be bestowed with certain Gifts. Gifts are special cards that represent supernatural werewolf powers. The more powerful Gifts require a higher Gnosis, and many are limited to specific tribes or auspices.

Unlike most werewolves in horror flicks, there's more to these beasts than bloodthirsty rampages. The Garou worship Gaia, or Mother Earth. In exchange, she grants them special abilities. Gifts can augment combat, provide defense, or steal equipment from other characters.

Despite its free-for-all style, the game isn't complete chaos. The turns in *Rage* are divided into five phases: Redraw, Regeneration, Equip/Ally, Moot, and Combat. The first four phases go pretty quickly



Players start the game with two separate hands drawn from two separate piles. The Sept deck contains allies, enemies, equipment, gifts, moots, and rites. The Combat deck contains action and damage cards that can be used during combat only.

First, all players discard cards they don't want from their Sept hand, and fill it back up to five cards. (The Combat hand doesn't get touched until combat begins.) Then everybody's Garou heal some of the damage they've taken earlier in the game. In the third phase, players may play cards such as equipment, allies, and enemies. Allies and equipment are cards that augment your Garou, while enemies are cards that everybody's Garou can try and defeat. Unlike *Jyhad*, there's no restriction on how many actions an individual character may take during the Equip/Ally phase. In the Moot phase, players may call votes that affect



certain characters or game conditions.

The real action of the game takes place during the Combat phase. Each player chooses one character as her alpha, or pack representative. Each alpha may attack another alpha, challenge any character in play, or attack any enemy that has been played earlier in the game.

Combat is quick and easy, and very reminiscent of the resolution of challenges in Mayfair's *Cosmic Encounter*. Both players hold a combat card face down and then flip them over simultaneously. Some cards do damage, while others prevent or block your opponent's damage card. Damage cards that are not blocked are placed on the victim, and they remain there until healed during the Regeneration phase. Players continue to play cards in the above manner until one side is killed, until the challenger pulls back, or until both players run out of cards. During the combat, various pieces of equipment and Gifts can alter the outcome and effects of the combat cards.

When one of your Garou kills another Garou or an enemy, it is placed in your victory pool, and is worth its Renown score in victory points. Players can also earn victory points by playing certain moot and event cards. The game ends when one player reaches a preset number of victory points.

The strongest attribute of *Rage* is its speed. If all of the players know what they're doing, the game flies. The object of the game is very straightforward: kill lots of things. It is possible, but not easy, to win without killing anything, but decks that concentrate on such strategies are difficult to construct and not very reliable. If you sit on your haunches and watch everyone else play, you're probably going to lose.

The designers, Mike Tinney and Stephan Wieck, also did a very good job in minimizing poor draws. Since you start the game with several cards in play, it's very difficult to get a bad opening hand. Other games have tried to address the "luck of the draw" problem, but most of these systems rely on continuing to draw until you get certain cards. *Rage's* solution is simple and effective.

However, no new game is without

flaws, and *Rage* is no exception. For starters, the rule book doesn't go into nearly enough detail (there are no examples!), and it often leaves the reader guessing how certain types of cards should be played. White Wolf promises to fix this in the Unlimited Edition.

Another problem is the Moot system.



*Rage's* Gangrel Ally is a Vampire who has one nasty disposition.

While the fundamental premise is sound, this aspect of the game seems a little underdeveloped. Most of the Moots are pretty much cut and dry, essentially consisting of simple arithmetic.

As is the case with most collectible card games, the player who spends more money has a better chance of winning. The rule book doesn't state anything about deck construction restrictions for casual play (other than minimum sizes), but I strongly recommend playing with the official *Rage* tournament rules: no deck may contain more than three of any Sept card or two of any Combat card. This keeps decks varied and prevents moneyed players from loading up on some of the more ruthless cards, like Fang Dagger (equipment that allows a Garou to play two combat cards each round instead of one) and Entrail Rend (combat card that does 8 damage, enough to kill most Garou).

Past Lives, ultrarare cards that give Garou powerful abilities, are a neat idea, but too unbalancing. The rules allow you to start with them in play, and there's no limit. What's a midrange player supposed to do when he comes up against a deck that starts with five Past Lives in play? As with *Magic's* Moxes, there's usually no reason not

to use Past Lives—not a good characteristic for ultrarare cards.

The UV coating on the cards looks nice, but the slick surface makes them difficult to shuffle and even harder to stack. Sports card fans may be familiar with Upper Deck's trademark hologram, but to most people it's just an ugly silver blotch that takes away from the attractiveness of the card. Do they really think people are going to try to counterfeit a Flak Jacket?

The biggest oversight in game design was the fact that cards get passed all over the table. It can easily become a hassle to determine which cards belong to which players. The best solution we found was to use plastic sleeves with little color stickers to denote who owns the cards. When the game is over, just sort through the playing area to make sure everyone gets their cards back.

Despite a few problems, White Wolf did a pretty good job overall in their first go-around. The transition from the roleplaying game is solid, and the game is relatively inexpensive. A box of boosters lists at under \$50, and one box will give you more than enough cards to make a couple of good decks.

Most importantly, *Rage* addresses something that many other new card games seem to neglect: the quality of game play. It seems like a lot of new game companies are more concerned with how their product looks than how well it plays. Kudos to the designers of *Rage* for coming up with an original system that's both enjoyable to play and fun to collect.

—Jeff Hannes

## R A t i n g s

★★★★ THE BEST

★★★ VERY GOOD

★★ AVERAGE

★ OK

★ POOR



# OverPower

**O**verPower is the new superhero-based collectible card game from Fleer featuring characters from Marvel comic books and television shows. This review is being written based on reading the nearly finalized rules in development and playing with prototype cards. For this reason, we can't really talk about how well the game plays out of a starter pack. There are 384 OverPower cards, including 39 characters. We've seen some card art from the game, and, as we've come to expect from Fleer, it's awesome!

OverPower begins when you and your opponent reveal which four Marvel characters you'll be playing. These four characters start face-up on the table. Three characters form your front line and one character stays behind, ready to move up in case one of your characters is knocked out during the game. The reserve character may not attack or be attacked without special cards. When all of your characters are KOed, that's it: you lose.

Each character is rated in three characteristics: Energy, including mental blasts, flames,

magnetism, optic beams, and the like; Fighting, combining fighting prowess, experience, and intelligence; and Strength, because Hulk likes to smash and Thing likes to clobber. The highest number a character may have in any characteristic is eight.

Your deck is made up of cards that your four characters use in an effort to defeat your opponents. There are several types of cards. Power cards can be used for any basic attack or defense. Special cards are especially designed for individual characters, and may be used by

Games consist of a series of hands or battles. At the start of each battle, each player draws eight cards, discarding duplicates (see below). Taking turns, each player "places" cards behind each of his four heroes. Each character may have three cards: a power card, a special card specific to that character, and a training, teamwork, or universe card.

The placed cards, along with any left in hand, are used in the battle. The disadvantage of placing your cards is that your opponent may be better able to plan her attack. The advantage is that you get to keep placed cards from battle to battle, whereas cards in hand are discarded at the end of every fight.

Since you only get eight cards at the start of each battle, the number of placed cards can be key to victory. If one player has the maximum 12 cards placed, while the other has none placed, the first player would have 20 cards to use during the battle (12 placed plus the eight she draws), while her opponent would only have eight.

After cards have been placed, each player makes a wager, or venture, of between one and seven venture cards. Venture cards don't directly affect battles; they're basically just for score-keeping. The first player to win seven ventures wins the game. Should you feel confident in your chances of winning the battle, you'll want to venture more cards. However, if you venture three or more cards on a single battle, your opponent may draw extra cards, which reduces your chances of winning.

After both players have wagered, either may surrender. If you resign, you automatically lose your wager and your opponent wins hers, but you may be able to prevent your characters from being killed and discard a terrible hand for something better. When you do this, be sure to store any good cards you have in hand behind your characters.

After wagering comes the actual battle. The players take turns playing



If you ever wanted to kick Venom's ass, now's your chance.

those characters to attack, defend, or affect the game in other ways, like drawing a card. The specials, which include Cyclops' Optic Blast and Dr. Doom's Expendable Ally, really add a lot of flavor to the game.

Universe cards are things like light posts, guns, and explosives, and are used to make basic attacks and defenses more powerful. Training cards let heroes attack with their weaker assets. The Hulk is all strength, but with a training card can make a respectable energy attack. Teamwork cards can unleash devastating three-part attacks. Each of your front-line heroes may combine to try to KO an opposing character in a single round.

## OverPower

PUBLISHER: FLEER

GENRE: SUPERHERO

RELEASE DATE: AUGUST 1995

SET SIZE: 384 CARDS

PACKAGING: 64-CARD STARTER DECKS;

NINE-CARD BOOSTER PACKS

SUGGESTED RETAIL: \$5.95 PER

STARTER; \$1.49 PER BOOSTER

RATING: \* \* \* \*



cards, mostly attack cards, against one another one at a time. For instance, Hulk with a Strength of 8 can play any Strength power card of value 8 or less. If he plays a Strength 7 card against Magneto, Magneto can either take the damage, use a special card to dodge the attack, or defend. To defend, Magneto must play his own power card of value 7 or more to counter Hulk's 7 attack. If the best Magneto can do is an Energy 6 card, then he can't stop the attack and must take the damage.

Why not just load your deck with high-level power cards? The answer to this is one of the keys to deck building. At the start of each hand, you must discard all duplicate cards, including power cards with the same value. So if you get an Energy 8 card and a Strength 8 card from your initial draw of eight cards, you've got to discard one before anything else happens, even before cards are placed.

If your initial draw is all power cards of value 7 and 8, you'll start the battle with just two cards in your hand. Now imagine your opponent drew one of every power card, 1 through 8. You're about to get your head handed to you!

Each successful attack becomes a permanent hit against the character that was attacked. Any character that takes 20 points worth of hits or one hit of each damage type—energy, fighting, and strength—is KOed.

We really enjoyed this game. Perhaps the greatest strength is a real poker element. Each battle, you must carefully watch which cards your opponent is using to get a feel for what's left in his hand. If you're certain you're going to lose a battle, you'll want to concede to keep your characters from taking hits. Your bluffing skills can be the difference between success and failure.

We also enjoyed the cool special cards that reflect the individual personalities of the heroes and villains we grew up with and still love. Who can resist shouting "Flame on!" or "Hulk smash puny human!"? My personal favorite was saying "I've always hated you" as Cyclops used his Optic Blast special card on Professor X. (*InQuest* Associate Editor Matthew E. Milliken, who controlled Professor X, wasn't so thrilled.)

*OverPower* has two minor problems. The venture process is a little complex. We would have preferred something simpler, using a pencil and paper if necessary. Second, it's impossible to believe Elektra could hurt the Silver Surfer or the Hulk, even if she blew up a building they were in. These are small quibbles, and once the game started, little attention was paid to Elektra's relative power, as long as she was using those lethal Sais as often as possible.

*OverPower* gets a high recommendation for its great artwork, excellent playability, and the great bluffing element to the game. This is a game *Magic* veterans and poker players can love!

—Marty Stever

## R A t i n g s

- ★★★★ THE BEST
- ★★★★ VERY GOOD
- ★★★ AVERAGE
- ★★ OK
- ★ POOR





# WildStorms: The Expandable Super-Hero Collectible Card Game

**S**uperheroes and villains are always fighting, it seems. In *WildStorms: The Expandable Super-Hero Collectible Card Game*, they have an excellent reason to put their fantastic powers to use. At stake are key battlesites, the controllers of which get special advantages. *WildStorms* lets players recreate battles that have already been staged in the popular Image Comics comic books by Jim Lee's WildStorm Productions characters. And, of course, there are always new battles to be waged...

Players combine their character, equipment, combat modifier, and plot twist cards into a deck. The more powerful the card, the bigger the point value printed on it. The basic game limits players to 200 points per deck, and no more than three of any one card with the same name in each deck. (Only one of each character may be in play at one time.) The rules also suggest a minimum 50 cards per deck.

When players choose who goes first, the one who loses gets an advantage: she picks a battlesite for the

game from her entire collection of cards. Some battlesites give bonuses, like HALO Enterprises, which gives +1 to the defense value of any WildC.A.T.s team member.

Once the game is under way, you draw a hand of seven cards. In later rounds, you draw up to seven cards, or one more if you already have seven in hand. The next step is combat (see below). After combat, players are given 10 points per turn to move new characters and equipment from their hand into a holding area. (As with deck building, you use the point values printed on the cards.) Characters in the holding area may not attack or be attacked, or exchange equipment with other characters.

If you choose to transfer characters from your holding area, you must move everyone out of the holding area, and you can't put any new characters or equipment there this round. Equipment cards are limited to one of any type per character, so characters can't bring in two guns to hand off to another character.

At the end of your turn, you must discard down to seven cards, or you may discard up to three cards if you have fewer than seven. Turns alternate between players until the battlesite is won.

In combat, characters can attack each other using their close-combat skills, their ranged combat skills (which usually require a weapon of some sort), or the unique teamwork rules. Combat cards can be played to modify any of these numbers.

Attacked characters that take a number of points equal to or greater than their defending value are stunned. If they're already stunned, they're

KOed, and if they're hurt once more after that, they're killed. When you KO a character, you get that card's points toward controlling the battlesite. When you reach the number required to win the battlesite, the battle is over.

Let's say I decide to use WarBlade to attack my opponent's Prince Drakken. Prince Drakken's Defense value (D) is 7, and WarBlade currently has a Close Combat value (C) of 6 and a Range value of 5. I play a combat card called Vitals Punch, which gives WarBlade +2 to his C. My opponent plays a Full Defense card, which gives Drakken +3 to his D.

I play a plot twist card, Achilles' Heel, on Drakken, which lowers his D by 2 until my next turn begins. As attacker, I get the tie-breaker in an 8-

WildStorms™ & © Image Entertainment Inc.



## WildStorms: The Expandable Super-Hero Collectible Card Game

PUBLISHER: WILDSTORM PRODUCTIONS

GENRE: SUPERHERO

RELEASE DATE: AUGUST 1995

SET SIZE: 315 CARDS

PACKAGING: 60-CARD STARTER DECKS:

15-CARD BOOSTERS

SUGGESTED RETAIL: \$7.95 PER STARTER:

\$2.25 PER BOOSTER

RATING: \* \* \*



8 score, so Drakken is hit and stunned. If I can beat the prince's defense value a second time, he'll be KOed, and I'll get Drakken's six points. There's still a long way to go, since I need to get 30 points to control the Vampire Enclave.

The numerous skills and powers available in this set gives this game a longer shelf life than you might expect. The teamwork rules, which allow you to increase the combat power of an attacking member of your team, add some interesting strategies to the game.

In a Campaign game, a prize card is placed under the battlesite, and play-

ers are given additional points for deck building. These prizes are usually objects that have special powers but may only be used a limited number of times. You then play a series of battles, with each battlesite acquired giving you a number of points toward an agreed-upon total.

For example, HALO Enterprises is a battlesite that requires 40 points to control and is worth 20 points toward winning the campaign. A prize here might be an Orb of Healing with three counters. If you own it, you may remove one counter from the Orb to heal one injury to each of your active characters on the battlefield.

*WildStorms* plays fairly quickly, and the two types of game play offer radically different deck-construction strategies. A single battle could heavily favor combat cards, while a deck built around healing injuries might be the basis for a long-term campaign game.

The game is well-balanced, and the comic book flavor of the game shows through in the equipment and powers available: these remained surprisingly faithful to their comic book origins.

The weak spot of the game is the heavy bookkeeping involved in scoring points. When KOed characters heal, they negate the points given out for the knockout, and the adding and subtracting can get rather tedious.

Players who don't collect comics might not be able to enjoy the theme. The fact that villains and superheroes can go into the same deck may put off some players.

Calculating the points value of a deck is time-consuming, but necessary. The game heavily favors decks built around teams: if you have enough characters out, you can easily KO a character or two each round late in the battle. Since the teamwork rules work just fine with heavy-duty characters, some combinations are nearly unbeatable.

The problem with that approach is that all the tough characters cost big points, so you'll have to go with a smaller deck. And the high per-card expense means it'll take a while to get your characters into battle. In campaign play, having a smaller deck means that keeping your characters alive is vital.

Collectors may be interested in chase cards that appear in one out of every nine packs. These chase cards include characters from outside the *WildStorm* Universe, like Todd McFarlane's Spawn and Sergio Aragonés' Groo.

I should note that I was sent the play-test versions of the cards, and I cannot comment on the packaging and materials that will be sold to the consumer. Overall, though, the game is well-done, and should please both comic fans and card game veterans.

—Matthew Lee

## R A t i n g s

\*\*\*\*\* THE BEST

\*\*\*\* VERY GOOD

\*\*\* AVERAGE

\*\* OK

\* POOR





A LOOK AT REAL LIFE BACK IN THE MIDDLE AGES

# REALITY VS FANTASY

BY ERIC BLACK

**W**henever I see paintings of sword-and-sorcery scenes—you know, barbarians locked in combat with serpent gods, dwarves cleaving orcs with battle axes, all that stuff—I'm always amazed at how well-conditioned everybody's hair is. Have you ever seen Conan with split ends? I don't know if he takes time out for hot oil treatments or what, but for a barbarian, his grooming is impeccable.

Everyone is always clean-shaven, too. Shape-shifting enchantresses never have armpit hair or leg stubble. Imperial guards, despite their duties fighting off palace thieves and giant spiders, somehow find time to exfoliate and moisturize. And although loincloth-clad warriors are always devoid of facial hair, they're never covered with little bits of toilet paper where they cut themselves shaving. I can only conclude there is much more body waxing going on in fantasy worlds than we read about.

And of course, no one ever has to go to the bathroom. You never see a knight stumbling away from a fire-breathing hydra, scrambling to undo his armor, nor do you ever see a wizard emerge from a tiled room holding the sports pages.



Meanwhile, you and I live in a world where people drool in their sleep, cut themselves shaving, and constantly face dry, fly-away hair. You think Red Sonja ever has a bad hair day? Of course not. So what's the deal? Do fantasy characters really live in a charmed world, or is there a dark side we don't hear about?

### CONAN'S BEAUTY SECRETS

Let's say you were to travel to a pseudomedieval fantasy world, like the one found in *Advanced Dungeons & Dragons* or Ursula K. LeGuin's *Earthsea* books. The people, the places, and the culture are all somewhat familiar, suggesting Europe of the Middle Ages, but mixed in you find wizards, dragons, elves, dwarves, and armor-clad, sword-toting adventurers looking for dungeons to explore. What miraculous things can you expect in such a world?

First off, there's no toilet paper. Making paper by hand is laborious and expensive, and you can bet no one is going around wiping anything with the stuff. Even if you were fabulously wealthy, handmade paper is riddled with flaky, splintery bits of wood pulp that hardly bring the words "quilted comfort" to mind.

What did medieval Europeans do? They used a curved wooden stick called a *torche-cul* that was usually provided in a basket next to the latrine. I will leave it to your

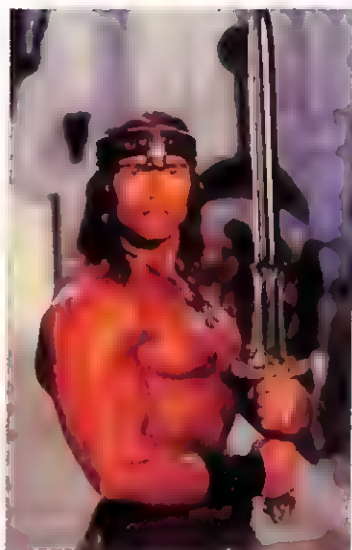
imagination to decide exactly how one might use a stick for this purpose. Of course, you can always use leaves if the idea of sharing a *torche-cul* with strangers is more than you can bear. Just keep your fingers crossed you don't pick poisonous ones.

Secondly, there are no toothbrushes or toothpaste. The local residents will suggest you take a hazel twig and rub it around your teeth. When you're done laughing they will say no, seriously, they've been doing that all their lives. At this point, you might notice that many of them, if not all, have had teeth pulled. Medieval physicians knew how to scrape out tooth decay and make fillings from bone shavings, but tooth-pulling was a far more common solution to dental problems. Those gap-toothed grins could inspire you to set some money aside for a Cure Gingivitis spell from the local wizard.

If you think poking your gums with a twig is unpleasant, wait till you try







WITH THE EXCEPTION OF 'LIL ARNOLD,' YOU'D BE HARD-PRESSED TO FIND ANY BODY HAIR ON CONAN

shaving. Medieval soap was soft and smelly, being composed of mutton fat, wood ash, and baking soda. You'll find it's not particularly effective as far as frothing up into a nice, creamy lather is concerned. You'll also notice the razors aren't very sharp by modern standards. In fact, they bear a disquieting resemblance to carving knives, which they double as. Imagine covering your face with hot sheep lard and scraping a big knife across it and you'll under-

stand why shaving was infrequent in the Middle Ages.

Getting a haircut will be no great fun either. Medieval shears were clunky and inexact. You'll find they're really great at grabbing hair and pulling it out, but only so-so at cutting it. You could try using a knife to saw through your hair, but it's still going to hurt like hell, and you'll wind up with jagged edges. You're better off submitting to the shears, or just going long. If Conan didn't suffer through haircuts, why should you?

OK, so maybe fantasy hygiene isn't what you might have imagined. You're still in a world of enchanted creatures and magical treasure, and there's no reason not to explore it.

## GOOD COMPANY AND A HOT MEAL

You wander around the countryside, hoping to glimpse a dragon or a lost temple, but seeing only farm after farm, sheep after sheep, and—oh, look!—farm after farm again. (This is an agrarian society, after all.) After a few hours of this, you'll probably want to find an inn. Inns are good places to hear tales of battle and plunder, and maybe you'll meet up with a band of adventurers. Besides, you're bound to be hungry and tired by now.

Arriving at a village, you step inside the local inn. You imagined a saloon with swords, featuring gambling, singing, and occasional dueling downstairs, and quaint, private rooms upstairs. Here, however, you find only one room in the entire building—and everyone in it is staring at you. The floor is packed dirt covered with straw, it's dark inside, and the acrid smoke from the fire is making you cough.

Medieval buildings rarely had glass windows, and this one is no exception. Glass is expensive, and you'll find it used for windows only in well-funded cathedrals. Instead,

windows are sometimes covered with oiled parchment. It's not transparent, but it does a pretty good job of letting light in and keeping flies, mosquitoes, and small, winged demons out. More likely, you'll find that the windows are just holes in the wall with wooden shutters. If it's cold out, you can bet the shutters are closed, and the only warmth and light in the inn will be from the fire, which is sitting in the center of the room without benefit of a chimney.

The fire pit set below a hole in the roof through which the smoke can escape... but not before it visits every corner of the room. The roof, you'll notice, is thatched with straw. Straw thatching is a good insulator, but it's highly flammable. It also makes a cozy home for mice, rats, fleas, and all their vermin pals. Since you'll be sleeping on a straw mattress, you'll get to find this out firsthand.

As far as food is concerned, well... The good news is you won't be eating anything fried. Fat is too valuable to waste on cooking; the locals are saving it to make soap, tallow candles, and axle grease. The bad news is everything is boiled instead. The fare consists of meat (your choice: boiled or salted), bread, and ale. Since you're among peasants, you might actually see some vegetables, perhaps in the form of a nice turnip porridge or maybe a piping hot parsnip gruel. You won't see any fresh fruit, though. Medieval physicians believed it was bad for you.

By the way, you're much better off eating with the peasants than with the nobility. Apparently believing themselves above nutrition, medieval lords avoided vegetables, and dined almost exclusively on white bread, wine, and exotic meat concoctions like the following recipe for "An Entrayle": "Take a sheepis stomache. Then take uppe the egges hard boyld, and put it in the stomache with salte, and boyle it till it be enough, and serve it forthe."

Mmm! Eat it with a spoon so you can savor every drop.

## BE AFRAID. BE VERY AFRAID.

All that walking around and those extra helpings of boiled meat have probably taken the edge off your thirst for adventure. Plus the dour looks from that group of armed men in the corner are a little unsettling. At this point, you would just like to know where the bathroom is and where your

sleeping quarters are.

The inn, like most country buildings, has an outhouse nearby. An outhouse in the U.S. of A. is scary enough; can you imagine what magical hell you'll be walking into? If you're lucky, the innkeeper regularly dumps in charcoal ash to help keep down odors. If you're unlucky, in the

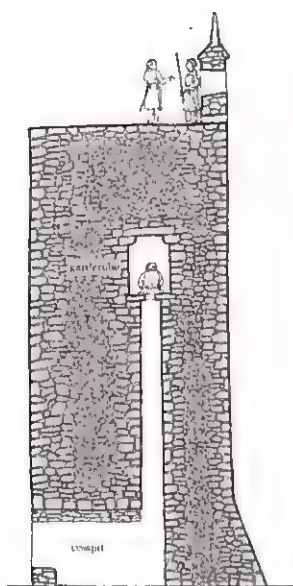


'PARDON ME IGNORANCE, GUVNOR, BUT' WHAT'S A TIC-TAC?"



'PARDON ME IGNORANCE, GUVNOR, BUT' WHAT'S A TIC-TAC?"





SCIENTIFIC DATA AT ITS FINEST  
DIAGRAM OF A GUY TAKING  
A DUMP

morning you'll be assigned the task of cleaning out the cesspool (you're going to have to pay for your food and lodging somehow).

Castle bathrooms are even more fun. Castles usually have latrines built into the walls. Some latrines empty out into the castle moat, an arrangement that's convenient but extremely unhygienic. If there's no moat, the latrines will empty into a cesspool at the base of one of the towers. These cesspools can only be accessed from outside the castle, which means that during a siege, no one can

clean them. A siege can easily last a year.

As far as sleeping quarters go, do you remember the dirt floor in the tavern? Good. That's where you'll be sleeping. Don't bother waiting for a mint on the pillow; heck, don't bother waiting for a pillow. Just fluff up your straw mattress and hope there aren't too many bedbugs nesting inside.

After about one night of this, you're going to start wondering how you can get your hands on large sums of cash so you can live in the heroic style you imagined. Fortunately, the grungy band of adventurers who have been making you feel uneasy have a business proposition.

## HOW WOULD YOU LIKE TO LEARN ABOUT PIT TRAPS?

The adventurers are hearty souls complete with the bad skin and bleeding gums caused by a diet heavy in meat and bread and low in vitamin C. They're setting off to plunder a nearby dungeon, and they'd like you to join their party. They need another person, they say, and you fit the bill.

Don't be too flattered. They're not asking because you took that nine-week Let's Learn Jujitsu course at the local minimall. They want you to walk ahead of them and find out, the hard way, where all the pit traps are. The fact is, any modern combat skills you may have picked up are going to be useless to them.

Summer camp archery, for example, will not prepare you for the longbow. Longbows are six feet tall, and the shafts are three feet long. You have to be tall and strong to use one properly, and you need a lot of practice. If you

just pick up the bow and try to pull the string, you'll injure yourself. The proper technique is to push the bow away with your body while holding the string in place. A good longbow archer can deliver five accurate shots a minute. You and I would be better off using the bow to beat people over the head.

Two-handed swords are tricky, too. They are surprisingly light, weighing only a few pounds, but they are five to six feet long. This is too large for a human to strap to his back, despite what fantasy novels would have us believe. If you want to use a two-handed sword, you'll be stuck having to carry it, and you'll find it's very unwieldy. Knights were often killed by their opponents while trying to get such a sword into position for a blow.

Crossbows and polearms don't require much training, so there might be some hope for you there. But crossbows are slow to reload—it takes about a minute to crank the drawstring back into position and load another bolt, if you've been practicing. By the time you're ready to fire, that hobgoblin with the longbow will have turned your chest into a pincushion. Medieval crossbow archers actually worked in pairs and used multiple bows; one archer constantly reloaded, while the other aimed and fired.

If you pick a polearm instead, you'll find that it's a great weapon—as long as you're facing a cavalry charge, for which polearms were designed. Few knights and even fewer horses would be stupid enough to charge into a phalanx of spears.

But when was the last time anyone faced a cavalry charge in a dungeon? Dungeon fighting is hand-to-hand combat. You might be able to hold an opponent off for a few rounds, but the moment you miss a strike, they'll rush in and knock you silly. Being long, heavy sticks, polearms take a while to reposition. Even if you did face a charging attack—from an enraged land squid, perhaps—a polearm might kill your opponent, but it won't stop its momentum. You're still going to get creamed by all that mass heading straight for you.

Let's face it: you'd be better off armoring up and just falling on your enemies.

## MAKE MINE STEEL!

Fortunately, the adventurers have the same idea. They're willing to invest in a suit of armor, not so much out of the goodness of their hearts, but because if you die in the first pit trap, they won't have gotten their full



ROAD SIGNS IN THE MIDDLE AGES WERE ALWAYS COLORFUL.



MALE NUTRITION WAS RAMPANT IN THE MIDDLE AGES



use out of you. And so off you go to the armorer's.

Plate mail, as we all know, is heavy. A suit can weigh anywhere from 60 to 100 pounds. But it's much easier to move around in than you might think. Fully armored knights can not only get up from the ground with ease, they can do somersaults and climb up the underside of a ladder using only their hands. As long as they're not exhausted, that is.

The problem with plate mail is that all that extra weight will tire you out very quickly. Even knights in excellent shape sit down when their squires suit them so they won't get worn out just putting on the armor. Bad conditions can make matters worse. At Agincourt, French knights drowned when they fell in the muddy fields and became bogged down. Plus it gets hot under all that metal. You have to wear a quilted undergarment beneath the armor to protect you from it, and heat tends to stay trapped next to your body.

Of course, you can't wipe away perspiration if you're wearing a helmet. You can't see or hear very well, either. Because of this, medieval knights relied on their squires to help fill them in as to what was going on in the battlefield. Tips like "Milord, there's an infantry battalion trying to decapitate you" came in very handy.

As if all that weren't enough, helmets can sometimes spin out of place when struck, effectively blinding you. If you think it's hard adjusting your helmet to get those little eye slits in just the right spot, try doing it while Derek the Chaotic Cleric is whacking you with a mace.

Worse still, helmets can get stuck. A helmet is often worn with a metal collar called a gorget. If either the helmet or the gorget are bent by a blow, they can lock together. A 12th-century English knight named William Marshal once won a tournament but afterwards could not be found to receive his prize. After a search, he was discovered at a nearby blacksmith's, resting his head on an anvil while the smith hammered at his helmet, trying to remove it without killing him.

Despite all that, you're still going to want the protection a helmet offers; in fact, you're going to want all the protection you can get when you find out what the armor doesn't cover. Medieval knights were cavalry troops. They were most effective on horseback, and you can't ride a horse very well if your butt and crotch are sealed up with metal. Plate mail, therefore, does not cover these areas. At best, you'll be given a chain-mail belt to help prevent opponents from cutting anything off, but it won't do much for—I hesitate to say it—bludgeoning attacks.

At least, though, it's pretty easy to go the bathroom. Since there's no armor there, all you have to do is pull down the padded trousers underneath and let nature take

its course. Contrary to popular belief, medieval knights did not go around soiling their armor.

## FINALLY, THE ADVENTURE

The plate mail's a lot of bother, so you and the adventurers pick chain mail instead and head off into the countryside, searching for the clearing where the entrance to the dungeon is said to lie.

Chain mail is lighter than plate—it weighs somewhere between 20 and 60 pounds—but that's still pretty heavy. It's basically a long shirt, called a hauberk, composed of metal links riveted together. Underneath you wear cotton padding, which the metal links can catch on, making it awkward to move around. Chain mail is great if someone is trying to cut you. But a good solid blow from a battle axe can drive the metal links into your skin, causing nasty infections. Many medieval knights died of wounds that weren't serious in and of themselves, but that got infected with gangrene due to bits of mail being imbedded in their flesh.

Sobering as these thoughts may be, they dissipate when, through a thicket of trees, one of the adventurers spies the clearing. At last, adventure! Magic! Gold!

Suddenly, two imperial guards pop up

and ask your party what they're doing here.

Searching for the clearing, someone says, coyly avoiding the topic of secret treasure.

That's the clearing, the guards say, but you won't be going over there today.

And then you hear the steady sounds of picks and shovels. Through the trees you can see that a large excavation

is underway. Earth has been turned; stone walls and floors have been dug up and set aside; and skeletons, trolls, and beholders are being herded into corrals, along with a rather sad-looking lich. Swords, scrolls, potions, and gold pieces are being stacked into separate piles, where they are counted and assessed before being hauled off in the emperor's carts.

Emperors and kings need a steady flow of liquid assets to wage wars and build palaces, after all. If there were huge quantities of gold lying

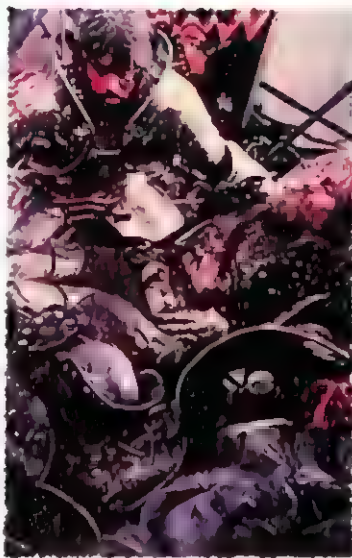
around in convenient, underground stockpiles, do you really think they would just leave it there?

The imperial guards turn your party away. Reality has struck, taxation has taken precedence over adventure, and there is to be no dungeon-delving today.

Oh, well. It doesn't have to be a total loss. Maybe you can open an electrolysis boutique back in the village to cater to barbarian warlords trying to keep up their hair-free image.

I wouldn't expect them to tip very well, though.

*Eric Black is a freelance writer living in Los Angeles. He feels bad for the lich.*



"YOU'VE BEEN RUN THROUGH! I'll  
FETCH THE HITCHES AND YOU'LL BE  
UP AND AROUND IN NO TIME!"



THE COUNTRY  
THE COUNTRY  
THE COUNTRY



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# And Justice For All

By Michael Searlo

How I hate cheese. You know, being served up a 46-point Fireball that obliterates you and your firstborn. Heck, let's give up on strategy altogether—baseball bats are readily available.

But you need fear no longer. We have a savior—the ultimate anti-cheese card: Justice.

Filled with Justices and Sleights of Mind, this deck is the equivalent of the M-1 Abrams tank—powerful enough to blast to cinders the first person to throw so much as a stone in your direction.

How does it work?

Simple: you get your opponent to damage himself.

The beauty of Justice is that whenever a red creature or spell deals damage, Justice deals an equal amount of damage to the controller of that creature or spell. So if that nasty Shivan Dragon comes screaming in for 10 points, its master will take 10 as well. It stops red's momentum faster than a train wreck. Yowch!

But Justice is even more than it seems at first glance. Any time a red creature deals damage, its controller takes damage. If that nasty Shivan decides just to sit there and mimic a big, huge, merciless wall, its owner still takes damage when it blocks. Double yowch!

And the beauty of this deck is that you can Sleight

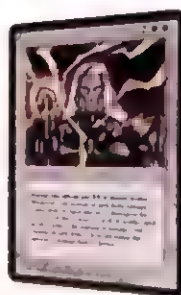


Justice to any color you want in a snap. As long as you hold a Sleight of Mind and Justice is already in play, you can determine which color takes damage at any time—even in midcombat, which could knock heavily armed opponents out of the game in one shot. What's the strategy with a deck like this?

The key is patience. You play defense and slowly build your forces. Don't tip your hand too soon, and don't put out your important enchantments early—that'll give your enemy more opportunities to get rid of them. (Break this rule if someone is playing black and you fear discarding.)

When you decide to put things in motion, start with a COP and try to get out a Balduvian Shaman. With the Shaman or a Sleight of Mind, you can switch the COP (or Justice) to whatever color you like. But remember, once targeted with the Shaman, a white enchantment has a cumulative upkeep cost of one colorless mana. Eventually, it'll disappear. Try not to get too many people mad at you, especially in large multiplayer games. You may have defense, but it really works best against a single opponent, not an army.

Believe it or not, the Norritts are your real weapon. Their ability to untap blue creatures is fatally effective when used with creatures like the Skeleton Ship and Merieke Ri Berit, but they're even more effective as *agents provocateurs*. Force your opponent's creatures to attack, block them with your tough guys, and the color-tweaked Justice will make 'ern pay.



## Judgment Day

### SPELLS

#### Blue

- 2 Counterspells
- 1 Power Sink
- 4 Sleights of Mind
- 1 Word of Undoing

#### Multicolor

- 1 Wings of Aesthr

#### White

- 2 Circles of Protection: Red
- 2 Disenchants
- 3 Justices
- 2 Swords to Plowshares

### CREATURES

#### Black

- 1 Knight of Stronghold
- 3 Norritts
- 1 Stronghold Cabal

#### Blue

- 2 Balduvian Shamans
- 1 Glacial Wall
- 1 Shyft
- 1 Sublimar Spirit
- 1 Thunder Wall

#### Multicolor

- 1 Merieke Ri Berit
- 1 Skeleton Ship

### ARTIFACTS

- 1 Blinking Spirit
- 1 Kjeldoran Royal Guard
- 1 Order of the Sacred Torch
- 1 Order of the White Shield
- 1 Seraph

### LANDS

- 1 A Darker Waters
- 8 Islands
- 1 Land Log
- 8 Plains

### 1 River Delta

- 4 Swamps

### SIDEBOARD

- 1 Arenson's Aura (for troublesome enchantments)
- 1 Circle of Protection: Black
- 1 Circle of Protection: Blue
- 1 Circle of Protection: Green
- 1 Circle of Protection: White
- 2 Disenchants (vs. heavy artifacts)
- 2 Energy Storms (yes, more anti-cheese!)
- 1 Glaciers (anti-mountains)
- 1 Hydroblast (can't have enough countering)
- 2 Icequakes (for those annoying land cards that keep popping up)
- 1 Swords to Plowshares (more creature elimination)
- 1 Wrath of Maril Lage (to pin creatures in place)



Work on summoning the rest of your creatures, and keep 'em on a short rein. Sure, attack when you can, but the idea is to keep these guys around for defense. A lot of the damage you do will come from creatures attacking you, so you need strong blockers.

Your flying defenders are the best, with big leaguers like the Sibilant Spirit, the Thunder Wall, and the Seraph (Egads! More creatures for you if you block and knock them off). On the ground, you have Glacial Wall (a blue Wall of Ice) and Blinking Spirit, the eternal blocker. In the rear, you've got the Kjeldoran Royal Guard (a superior Veteran Bodyguard, since you can choose when to accept the damage from unblocked creatures)—great for those suicide runs you're bound to see as frustration mounts.

Another benefit of the deck is that it's "color sensitive." The 4/2 Shyft can change color once an upkeep, while Order of the White Shield and Knight of Stromgald are both protected creatures who can be Sleighted against a particular color for instant defense or to slip through a defense.

To back all that up, you have countering ability. Stromgald Cabal or Order of the Sacred Torch can be Sleighted to counter a certain color, and already counter white and black. Of course, you've got your standard fare of Counterspells and a Power Sink. The idea is to keep your key enchantments safe and thwart surprise disasters.

To round things out, this deck has some great all-around Ice Age cards: Jester's Cap (peek at your opponent's library and remove his three nastiest cards, like Disenchant and the Tranquility-like Essence Filter); Icy Manipulator (good for defense and annoying artifacts); Zuran Orb (you can gobble up land for life at any time, and protect yourself from sneak cheese attacks); and Wings of Aesthir (make your most powerful creature the king of the hill, with flying, first strike, and +1/+0).

Like I said, you have to have a lot of patience with this deck, but it has its advantages. How much better does life get than having an opponent die by his own hand?

Ah, there is justice in this world after all.

## THEME DECK THE NON-KILLER DECK

# Another Brick in the Wall

"Now you can build an all-wall deck!" was one of the first things *InQuest* Editor and Killer Decks columnist Mike Searle said to me when he returned from the Ice Age debut tournament in Toronto.

After skimming through a handful of cards, he yanked out a Pax and passed it me. "Ummm...what does this have to do with a wall deck?" I asked.

"Nothing," he replied, "but how cool is that?" He then proceeded to show me the Walking Wall, a 0/6 artifact wall that, when pumped with three mana, becomes a 3/5 artifact creature that can attack!

By golly, Mike was right. *Ice Age's* Walking Wall, coupled with *Legends'* Wall of Wonder (another wall that can attack) and Fourth Edition's Animate Wall (an enchant creature that allows target wall to attack), makes an all-wall deck possible. Heck, it doesn't just make it possible—it makes your opponent eat her words when she sees you plop down two or three walls and jokingly asks, "What, you playing an all-wall deck or something?"

Note: if your adversary casts a Shivan Dragon and a Dwarven Demolition Team, get rid of the dwarves first. Trust me.

## The All-Great Wall Deck

### CREATURES

#### White

- 3 Walls of Swords
- 1 Wall of Light

#### Blue

- 4 Walls of Wonder
- 2 Thunder Walls
- 1 Wall of Water
- 1 Wall of Air

#### Red

- 2 Walls of Opposition
- 1 Wall of Fire
- 1 Wall of Lava

### ARTIFACTS

- 4 Walking Walls

### SPELLS

#### White

- 4 Animate Walls
- 4 Disenchants
- 2 Swords to Plowshares

#### Blue

- 4 Counterspells

#### Red

- 2 Meteor Showers
- 2 Fireballs
- 2 Stone Hands
- 2 Smokes
- 1 Fork

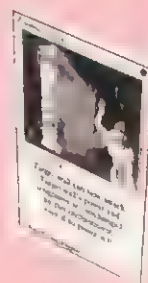
### ARTIFACTS

- 1 Skull of Orm
- 1 Sol Ring
- 1 Zuran Orb

### LANDS

- 2 Strip Mines
- 1 Maze of Ith
- 4 Tundras
- 4 Plateaus
- 4 Volcanic Islands
- 1 Hammerheim
- 2 Plains
- 3 Islands
- 2 Mountains

Pat McCallum  
Bricklayer











# Tomfoolery

By Beth Moursund

## Peculiar and powerful uses for some of *Magic's* more versatile cards.

What's up our sleeve this month? Two brand-new artifacts from *Ice Age*: Jester's Cap and Jester's Mask.

Just the rumor of Jester's Cap had folks on the Internet in a tizzy, even at a rumored cost of eight to 10 mana. Actually, Jester's Cap costs only four mana to cast, and two to activate. For this price, plus the sacrifice of the Cap, you get to look through any player's library, pull out the three cards you like least, remove them from the game entirely, and then reshuffle the deck.

When playing against a new opponent, the chance to look through and see what cards are in the deck could be extremely worthwhile. You can plan your play

strategy much better if you know what cards are likely to be showing up.

To avoid wrecking the game, though, I strongly recommend taking a tip from the *Star Trek: The Next Generation Customizable Card Game*: make a house rule limiting the time for these examinations—say, two or three minutes max. Otherwise, you could be sitting there for an hour or two while a new player with a Jester's Cap reads through and puzzles over every single card.

The real benefit of the Jester's Cap, though, is the chance to detune your opponent's deck. Don't like out-of-print spoiler cards? Pull out Time Walk, Timetwister, and Ancestral Recall, and even up the odds a bit. Relying heavily on your enchantments?

Pull three Tranquilities or Disenchants. Playing a land-destruction strategy? Take out three of the type of land your opponent is shortest on.

Doing this once may or may not make a difference, depending on how balanced the deck is; most of the benefit is probably psychological, not statistical. But if you have several Caps, or can recycle one using Reconstructions,

you can cause serious headaches. For major abuse, use an Argivian Archaeologist and recycle the Cap every turn! It won't take long to reduce a carefully honed, tournament-winning deck to a near-useless mess.

You can also use the Jester's Cap on yourself, just for the chance to reshuffle and tune your own deck a bit by removing cards you don't want. This will rarely be as helpful as using it on your opponent, but if you've used one of the cards that let you peek at the top few cards in your own library and you don't like what you saw, it's definitely worth considering.

Jester's Mask is similar, but instead of hurting your opponent's future draws, you get to ruin her current hand. It costs five to cast and comes into play tapped. Once you've untapped it, for a measly one mana you can sacrifice the Mask to take an opponent's hand and library, examine both of them, and then construct a new hand, with the same number of cards, out of whatever will be least useful. (No, you can't use this one on yourself—get real!)

If you get a lucky draw of a Jester's Mask and enough mana to cast it in the first turn or two of a game (two Dark Rituals or Mana Vaults will work), you've probably won. Simply give your opponent a Mulligan-type hand with no land and all of the highest-casting-cost spells in the deck. This will slow his development to a near standstill.

But such a draw is unlikely; more often, you'll not be able to cast the Mask until the midgame, when everyone already has four or five lands in play. By that time, players with fast decks will usually have few or no cards left in their hands, so the Mask won't do you much good, except for the chance to peek at the library.

But if you're up against a player using mostly expensive spells, or a blue "permission" deck player holding a fistful of counterspells who made the mistake of tapping out, they probably won't have cast much yet, and you can still ruin their day. Just give them a nice hand made entirely of basic land.

To add insult to injury—or maybe vice versa—play a Black Vise first. If you're playing land destruction, of course, stick with the no-land, high-casting-cost hand even in midgame.

Jester's Mask plus Mind Twist is a truly evil combination: fill your opponent's hand with the best cards in the deck, then Mind Twist them away.

And if an opponent complains about either of these cards, just give your silliest grin and ask, "Can't you take a joke?"



- The joke's on your opponent when you use these two powerful *Ice Age* cards.

Beth Moursund had been an amateur rules lawyer since her 11th, but *Magic* turned her into a professional. She wrote the Abilities and Summon section in the Magic Pocket Player's Guide, and answers questions on CompuServe as a Web representative.



PERDONÉME, SEÑOR,  
PUEDE DECIRME: ¿QUÉ ES  
UN ORNITHOPTER?

# Stumpers

Solving tough gaming questions for *Magic: The Gathering*.

**Q:** If I attack with Marton Stromgald and a bunch of other creatures and my opponent casts Sandstorm, killing Marton during the attack but before any damage in combat is dealt, do all my other creatures retain their bonuses?

—T. Belladone, Guilford, MS

**A:** The text says, "If Marton Stromgald attacks, all other attacking creatures get +\*/+ until end of turn." If he taps to attack, the creatures get the bonus until the end of the turn. The bonus will decrease for each creature the Sandstorm kills.

**Q:** How do you pronounce Fylgia?

—F. Mast, Bay City, MI

**A:** This word is Scandinavian in origin. Pronounce this as "FILL-ya."

**Q:** If I have the Snow Hound out but no other creatures, may I use the Snow Hound's special ability just to bring him back to my hand?

—S. Markowitz, West Lafayette, IN

**A:** Nope. You must have a target blue or green creature available as well.

**Q:** If I put Errantry on multiple creatures, may they all attack?

—K. Jordan, Orma, WV

**A:** Uh-uh, only one.

**Q:** If I cast Updraft on a creature after it's blocked by a Woolly Spider, does the Spider get its +0/+2 bonus?

—W. Jodice, Philippi, WV



**A:** The Woolly Spider checks to activate its bonus when blocking is declared. Since the attacking creature didn't have flying when blocking was declared, it doesn't get the bonus.

**Q:** If you're attacked by a Lured creature, may you cast Panic on one of your own creatures so it doesn't have to block?

—H. Goodwin, Canfield, OH

**A:** Yes.

**Q:** If I Magical Hack Reality Twist to have the word "plains" read "mountains"

then the card reads that mountains produce both  and . So which color does it produce?

—V. Bennet, Wenonah, NJ

**A:** Believe it or not, the folks over at Wizards of the Coast never thought of Hacking the Twist (Hacking the Twist? Sounds like a Chuck Berry song), and as of yet have no solution for this dilemma. We'll try and get an answer for next issue.

**Q:** How does the Mountain Titan cord work? Do you have to spend two red and one other mana every time a black spell is cast, or do you pay that activation cost once? And are the +1/+1 counters permanent?

—M. Craci, Pensacola, FL

**A:** Pay the activation cost once each turn you want to use its ability. The counters are permanent.

**Q:** May you sacrifice the goblin tokens created by the Goblin Warrens to make more goblin tokens?

—G. Fray, Richmond, VA

**A:** You betcha.

**Q:** When you put a spell on the Ice Cauldron, can your opponent counter it?

—A. Forman, Montebello, CA

**A:** Nope—that's using an artifact ability, not casting a spell. He can counter it by using a Brown Ouphe's ability (in which case the spell stays in your hand and the charge counter never appears), or he can counter your casting the spell when you take it off the Cauldron.

**Q:** I have a Chaos Lord in play, and during my upkeep there are an odd number of permanents. My opponent Disenchants an artifact, making the total number of permanents even. Since I control when things happen during my upkeep, may I count the number of permanents to determine where the Chaos Lord ends up before the Disenchant resolves?

—E. Gillikin, Los Angeles, CA

**Q:** An incoming Keldon Warlord is bearing down on me along with all my opponent's other creatures, two 1/1 guys. If my White Knight blocks the Keldon and my War Mammoth kills one of the 1/1s, what happens to my White Knight?

—T. Smith, South Bend, IN

**A:** The White Knight and Keldon Warlord both die. During resolution of the first strike, the White Knight does two points of damage to the Warlord. The Warlord is currently a 3/3 creature, so it lives. During resolution of normal combat, the Mammoth kills one of the 1/1 creatures, and the Warlord does three points to the White Knight. When the 1/1 and the White Knight both go to the graveyard, suddenly the Warlord is a 2/2 creature with two points of damage applied to him! So he goes to the grave too.

**Q:** I tap Arena and choose my Land Leeches. My opponent chooses his Grizzly Bears. Does the first strike knock off the bears immediately, or do they still do their damage like the card says?

—B. Gillotti, Lake Mary, FL

**A:** First strike has no effect in the Arena. The Leeches die too. (Also note that a Basilisk-like ability does not work in the Arena either.)

**Q:** If Farrel's Zealot is enchanted with Farrel's Mantle, may it attack once and—assuming it isn't blocked—do three damage to one creature and four to another?

—T. Espasandin, Modesto, CA

**A:** Yup.

**Q:** If my Dread Wight is killed several turns after it's put paralysis counters on some creatures, do the counters remain?

—S. Joya, Matthews, NC

**A:** They sure do.

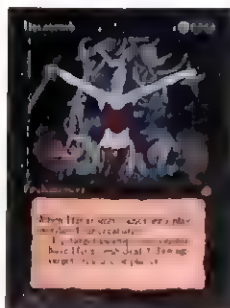
**Q:** Can an interrupt beat a fast effect? Can you Red Elemental Blast a Prodigal Sorcerer before he can deal his point of damage?

—J. Vara, Lancaster, CA

**A:** Once an effect with an activation cost is activated (tapping the Prodigal Sor-



■ A Lured Basilisk heading your way? Learn a new way to keep one of your untapped creatures safe from harm.



■ Hmm... Nothing like a targeting Pestilence.



cerer is a cost), it always happens assuming its targets remain legal. Tim will die, but will still cause one point of damage.

**Q:** Can a Maze of Ith stop the Serra Angel?  
—M. Wilkon, Bloomington, IN

**A:** There's a new ruling on this. Under Fourth Edition rules, you should be able to determine whether a target is valid simply by looking at the text on the card being cast. If you can find a legal target for an effect, then you may play the effect on that target. Since Maze of Ith does not say "target untapped creature," but says "target attacking creature," you may use it on a Serra Angel. Although it can't execute the untapping, it can execute the rest of its effect.

**Q:** What if you only have three creatures in play when you cast Hecatomb? The spell fizzles, but are those creatures sacrificed?

—B. Jessup, Burbank, CA  
**A:** The creatures are toast.

**Q:** Can you use Nature's Lore to retrieve a dual land (Bayou, Savannah, and so on) from your library?

—F. Jenks, Greenwich, CT  
**A:** Nope.

**Q:** When can you sacrifice a snow-covered land to return Whiteout to your hand?

—R. Odell, Austin, TX  
**A:** Any time you can use fast effects.

**Q:** Does a blocking creature with protection from black or red take damage from an attacking black or red creature when Ghostly Flame is out?

—K. Wallach, Portland, OR  
**A:** Yes indeedy.

**Q:** The new Icy Manipulator card does not say, "No effects are generated from tapped permanent." Does that mean if I tap my opponent's land it would add a point of mana to his mana pool and he would take a point of "mana burn" if he doesn't use it?

—B. Matzelle, Sinking Spring, PA  
**A:** A card tapped by an outside spell or effect does not generate anything. Regardless of what the Ice Age Ice Manipulator says, that's part of the rules.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or write to:

**STUMPERS c/o InQuest**  
151 Wells Ave.  
Congers, NY 10920  
Include your full name, address, and phone number.

# RAGE Stumpers

**Q:** How does bluffing in combat work?

**A:** You can play any combat card of any rage during combat, but there's no guarantee that it'll work. If the Garou's rage equals or exceeds the rage value of the combat card, the card will work as normal. If the card value is higher than the Garou's rage, this is a bluff. The combat card will only work if all of the other cards played that round are also bluffs, or if it is the only card played. If a bluff fails, the card is simply discarded with no effect.

**Q:** Can a character in frenzy use cards from your regular combat hand during combat, or can he only use the cards in his frenzy hand?

**A:** When a character goes into frenzy, that character gets an additional number of cards equal to his rage. These cards may only be used by that character, and they are discarded when the current combat ends. However, the character may use cards from your regular combat hand as well.

**Q:** What happens if I manage to get enough Renown to win the game, but during the combat phase somebody kills my last character. The rules say I'm out of the game. Does this mean I lose?

**A:** Just because you're no longer actively involved in the game doesn't mean that you're completely eliminated. If you have enough victory points to win at the end of the fifth phase, then you win, regardless of how many Garou you still have.

**Q:** Suppose one of my Garou in Crinos form takes lethal damage during combat. Can I play Mother's Touch to remove some damage before the Garou dies, or is it too late?

**A:** It's too late. The damage card is removed, but the Garou's status has already changed to dead, so the Garou still dies.

**Q:** Do I still get the victory points for an Umbral Quest if I manage to pull my Garou out of the hunting grounds before two full turns?

**A:** If you can protect your Garou using a card like the Environmental Activist, you still get the victory points for the Umbral Quest.

**Q:** One of my Garou is equipped with an Elder Stone. May I get three extra votes and then discard the Stone for an additional 10 votes after everyone has voted?

**A:** You may only use one of the Stone's bonuses, not both. These votes must be used at the same time normal votes are used.

**Q:** How the heck does Alias, the Glass Walker Gift, work? Does it copy the breed form or Crinos form of the Garou who uses it? If it's the breed form, does it turn into Crinos when it takes damage equal to its rage? What if the original Garou's stats are modified by some Gift like Whelp Body? Help!

**A:** The Alias copies whatever state the Garou is currently in, and it cannot change forms later in the game. The only modifiers that apply to the copy are global effects such as the Lunar Phases.

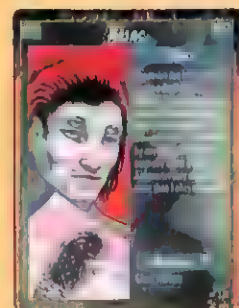
**Q:** What does Silhouette do if the character with the highest Renown is protected by something like the Flower of Aphrodite? Does she attack the next-highest character, or does she simply lose her attack?

**A:** Silhouette attacks the most Renowned character that she is legally allowed to attack. Since she can't attack a character protected by the Flower, she would move onto the next valid target.

**For answers to additional Rage Stumpers, call Justin Achilli at the Rage Hotline: (404) 292-WOLF. It's open from 9 a.m. to 5 p.m. on the East Coast, Monday to Friday.**



**■** Ah Mother Goeb, she's got that magic touch... but is it magic enough to thwart certain death?



**■** Mirror, mirror on the wall... now wait a sec. Just how the heck does the Alias card work anyway?



**■** Mmm, is that the smell of wet fur? Not quite, but the scent of the Flower of Aphrodite is more than enough to keep the bedbugs away.



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INQUEST

# CONTEST

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## MUST DESTROY MANA InQuest Contest!!!

Ah, mana. The great double-edged sword of *Magic: The Gathering*. You need it to play, but after you get a certain amount, it's kinda useless. You keep getting more and more mana that you really don't want. So what the heck can you do with all these extra cards?

### You tell us!

We need ideas—what can you do with all your extra mana cards? Shred 'em up and stuff a piñata with 'em? Duct-tape them together and make a boat? Sew them into a big *Magic: The Gathering* quilt? You tell us. Give us your most creative way to rid yourself of the scourge of extra mana. The inventor of the coolest idea will walk away with something nifty.

Fill this sucker out, attach your entry, put it in an envelope, and send it to:

**Must... Destroy... Mana  
InQuest Contest,  
c/o Wizard Press, P.O. Box 118,  
Congers, NY 10920-0118.**

### The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press and their immediate families or anyone who gives us a "Mana from Heaven" joke. Print your name, date of birth, address, city, state, ZIP code and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach it to your entry. Enter as many times as you like. Mail each entry separately to: Must... Destroy... Mana InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your maga-zine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Only one version of each special land, which will be chosen by Wizard Press, will be given away as the prize. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Hal Fooled ya! There's no silly-ass quip here! All entries must be received at contest headquarters by September 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press based on creativity from all properly completed entries. Judging will take place on October 16, 1995. All decisions are final. Give us a problem and we'll whip your ass.

For a list of winners, available after October 16, 1995, send a self-addressed stamped envelope to Must... Destroy... Mana InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118

**This contest is sponsored by us, hot dammit, and you'd better appreciate it.**

### Grand Prize (One winner)

One lucky reader, whose idea we think is the best, will receive something he or she can really use—a set of 66 special lands. Yeah, we rounded it off to a nice even number, so you'll get all the special lands to date like Library of Alexandria, Strip Mine, Pendelhaven, Dwarven Hold, plus all the Ice Age lands, including snow-covered lands—but you don't get the ever-so-lame Sorrow's Path (trust us, this is for your own good).

### Zonk! (One, uh, winner)

Another reader, whose idea we think is the worst, will receive all the extra mana we can find and Sorrow's Path. That's right, buckaroo—we're gonna gather up 53 metric tons (or so) of worthless, cheesy lands, throw 'em in a bag, and send 'em to your house. And don't give us any crap about it or we'll come over there and give you a wedgie. Remember, we have your address and we can read a map.

### Contest Entry Form ▼

Deadline is **September 29, 1995**

Name

Date of Birth

Address

City

State

ZIP

Phone

White Zombie or Monster Magnet?

Official Must... Destroy... Mana InQuest



# Meet fantasy artist Christopher Rush

## Vital Stats

**Name:** Christopher Rush

**Birth:** April 4, 1965, in Long Beach, Calif.

**Occupation:** Artist

**Base of Operations:** Wizard of the Coast, Renton, Wash.

**Career Highlights:** Being a part of *Magic: The Gathering*

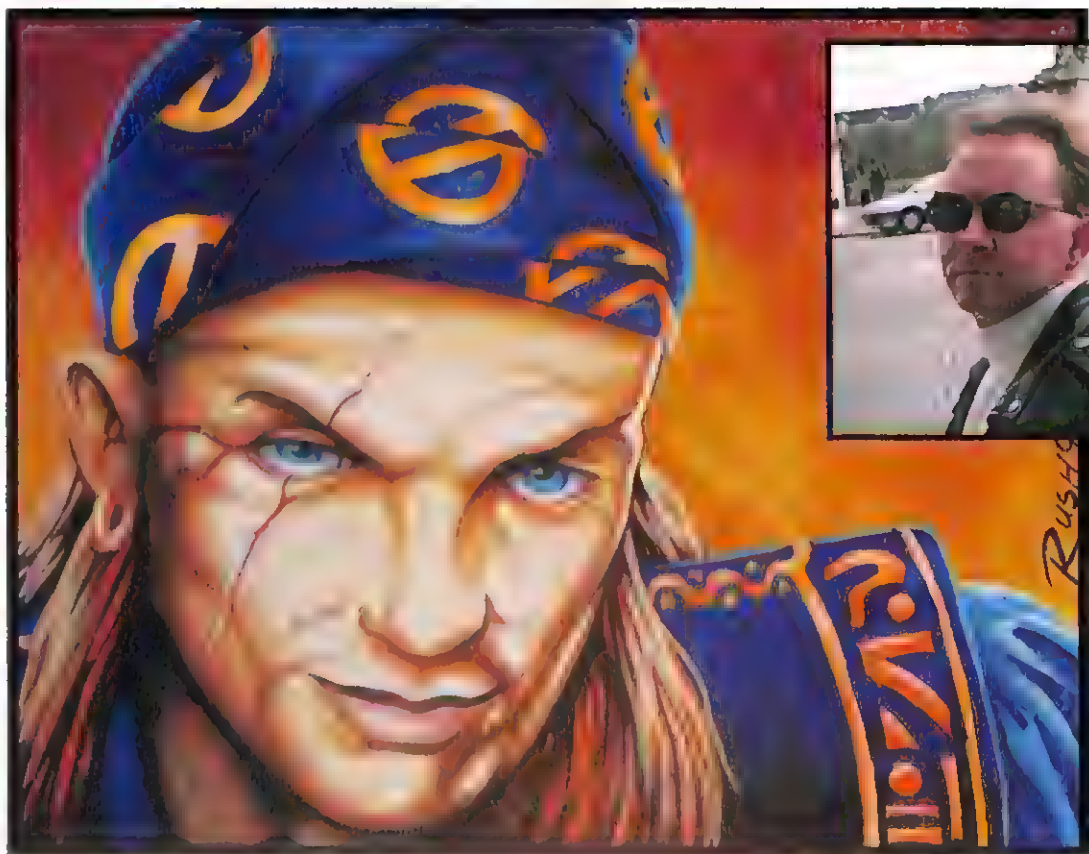
**W**izards of the Coast has given *Magic: The Gathering* artist Christopher Rush several job titles and responsibilities. As the lead graphic designer for *Magic: The Gathering*, he develops the logos and packaging for *Magic* products. He's also the art director for WotC's upcoming *Netrunner* card game (based on R. Talsorian's *Cyberpunk*). When wearing that hat, he assigns and organizes the game's artwork. In his free time, Rush also freelances out of his home.

Rush considers the clean styles of Alphonse Mucha and J.C. Leyendecker to be two of his strongest influences. Often called the Father of Art Deco, Mucha specialized in stylized, commercial work in the '20s that often consisted of line drawings with pastel backgrounds. Leyendecker, who

Top: A sketch of Ruen, a planeswalker

Below: Eron the Relentless from the *Homelands* expansion set for *Magic: The Gathering*

Inset: Rush himself





worked in the '30s and '40s, boasts a slick, squarish painting style that caught Rush's eye.

"I could also credit countless fantasy and comic artists," Rush adds. "Fortunately, I have gotten to meet, work with, and learn from many of them." These artists include Don Maitz and Michael Whelan, both known for their fantasy book covers, and Barry Windsor-Smith, a comic book artist who worked on Marvel's *Conan* and the Weapon X serial in *Marvel Comics Presents*, and Image's current WildStorm crossover.

Rush's first professional work was an antishoplifting sign for Wally's Book and Comic Exchange in Kirkland, Wash. Since then, he has done everything from comic books (a vampire story in Chrome Tiger's 1987 *Menagerie*) to commercial advertising.

"I love card games because they are illustration-specific...and, of course, the color," Rush says. "I would also like to do illustrations for magazines and books. One thing I like about fantasy art is that it gives me more freedom than any other industry or genre."

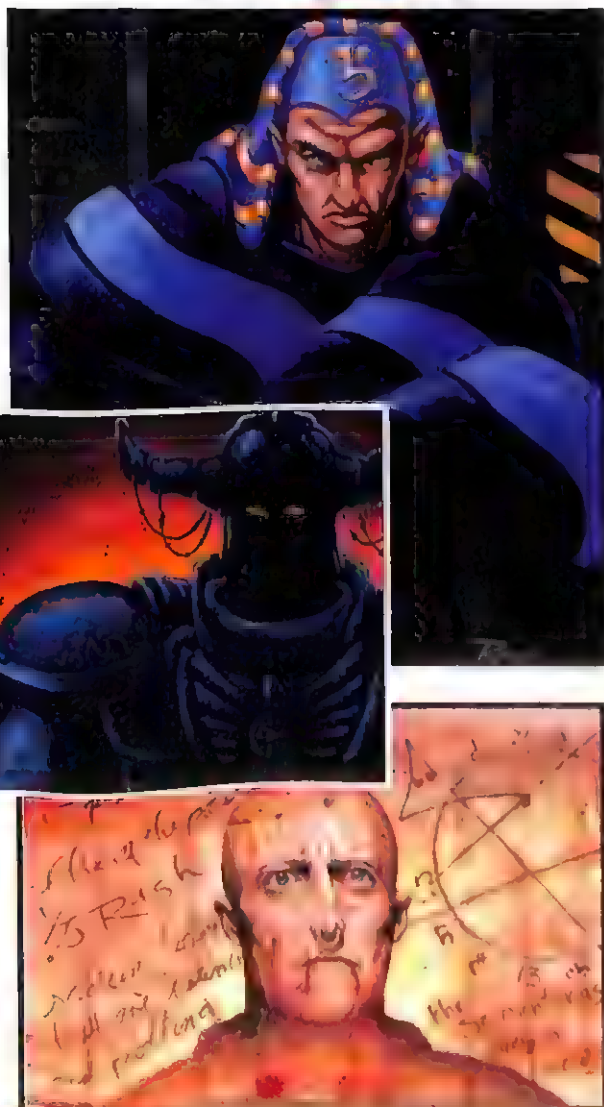
When asked what he sees himself doing in 10 years, Rush says, "Hopefully exactly what I'm doing right now. However, I also have a high interest in electronic media, especially 3-D rendering and multimedia."

Top: Unpublished illustration of a priest

Middle: Ihsan's Shade from the *Homelands* expansion set for *Magic*

Bottom: Painting for *Dark Sovereigns* expansion set for *Vampire: The Eternal Struggle*

Background: Sketches of Ruen's staff



### **Favorite work of your own...**

That changes a lot. So far it changes with every set I work on. There's a piece in the next *Magic* release, but I can't talk about it. I guess it would be Order of the Ebon Hand from *Fallen Empires*.

### **The one person you'd like to meet...**

Leonardo da Vinci, because of the way his mind worked, the way he looked at the world and tried to figure out every aspect of it. And, for the most part, I think he got it pretty right.

### **Most embarrassing moment...**

Waking up in a field wearing nothing but a blanket.... I won't fill in any more of that.

### **Things you collect...**

Besides *Magic* cards? Actually, the only other things I really collect are prints from artists I admire—or any new artists that I haven't noticed before.

### **Favorite television show...**

Today I would have to say *X-Files*. Mostly because of the supernatural and mystery, and because you don't get all the answers at the end of the show.

### **Most recent trick-or-treating costume...**

I was a pirate. I hope the next question isn't going to be when that was.... I have an excuse. It was a couple of years ago. I took my daughter out, and I didn't want her to be the only one in a costume.

### **The last good book you've read...**

*Tigana* by Guy Gavriel Kay. I liked the portrayal of the characters—the fact that they were real. Many artists and writers can create fantastic creatures and cultures, but to make them live and breathe: I think that's vital for a writer.

### **Favorite roleplaying or card game...**

I guess it would be boring to say *Magic*, though I really enjoy it. With roleplaying games, I don't think it really matters. It's portraying the roles, not putting the numbers together. I really enjoy roleplaying, and I use parts of many systems in my games.

### **Favorite fantasy character...**

Thomas Covenant [from the two *Chronicles of Thomas Covenant* series by Stephen R. Donaldson]. He's such a complete rat-bastard, and I hated him the entire time. But I sure kept reading.

### **The people you'd most like to work with...**

I think Industrial Light and Magic—if I had to choose something I wasn't doing right now. Mostly because they do so many things. As a freelance artist, you may do a lot of work one day and have nothing the next. Not only is ILM the best, but they have tons of jobs coming to them. There would always be something to do.

### **Favorite musicians...**

Vivaldi, Front Line Assembly, and Peter Murphy. I like the different range of styles and sounds. It's hard to say that I like any one type of music. If I hear it, I either like it or don't. These are the most vibrant that I've heard recently.

### **If you were an all-powerful wizard, what you would do...**

I would probably build the world that I've been creating on paper and in my mind ever since I became involved in fantasy.



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2.5"

2.5"

3.5"

SINGLE CARD DIMENSION

Summon Wurm

"Flourishing during the Ice Age, these Wurm were the bane of all Kjeldorans. Their great strength and ferocity made them the subject of countless nightmares — they embodied the terror of the Ice Age."  
— Kjeldor, Ice Civilization

Illus. Daniel Goulet

7/0

Scaled Wurm

Summon Wurm

"Flourishing during the Ice Age, these Wurm were the bane of all Kjeldorans. Their great strength and ferocity made them the subject of countless nightmares — they embodied the terror of the Ice Age."  
— Kjeldor, Ice Civilization

Illus. Daniel Goulet

125 RADIUS CORNERS

# Deck Build



DECK DEPTH  
EQUALS ONE CARD  
PER SIXTY

CARD THICKNESS  
10 MICRONS  
SIXTY

Age,  
of all  
and  
of

# ing 101

BY MICHAEL NOBLE

**S**traight outta the cellophane, that first *Magic* pack can be a great, big confusion of colors, weird pictures, and even weirder text. Sure, it's fun to break open a starter deck, shuffle it up, and play against the first boosterless opponent who comes your way, but eventually you'll want more.

Whether it's to play your usual *Magic* gang or a brand-new set of tournament duelers, you'll probably want to know how to turn your card collection into winning, fun-to-play decks. You can learn how to do this using some basic formulas. No matter if you want a well-tuned machine or a wacky theme deck, these principles of deck building will help make you competitive in any league.

## I. The Concept: Brainstorm an Idea

Sorry, the *Ice Age* card won't help you with this. You're gonna have to use your own noggin to figure out exactly what you want. Think of a concept for the deck: anything from the colors you'll be playing (perhaps white and black) to the theme you'd like (a shapeshifting deck, for instance). For this article, we'll be building an all-commons deck.

## II. The First Cut: You Don't Want the *Encyclopedia Dominia*

Your next step on the road to a new deck is to examine all your cards and pick the ones you think will work with the deck. It's important to read the cards—there's bound to be a few you'd forgotten about or unjustly neglected.

But avoid the *Encyclopedia Dominia* approach of selecting at least one copy of every card you own, A through Z. Take only cards that fit strongly into your concept, or powerful cards in the colors you're using.

The key question is: What do you want your deck to do? If you're looking for a speed deck, you want mana-generating creatures, spells, and artifacts (Fyndhorn Elder, Wild Growth, Mana Vault). If you're looking for fast-strike offense, you may want some direct damage (Lightning Bolts, Storm Seeker) or quick, low-casting-cost creatures (so-called "weenies" like Savannah Lions, Scryb Sprites, and Merfolk). Make sure you have a weapon against every type of permanent: land (destroyed by Stone Rain), enchantment (Tranquility), creature (Lightning Bolt), and artifact (Crumble).

Don't get blinded by "Must...have...four...Serras!" fever. Remember the cards that have plagued you in the past, such as Maze of Ith or Goblin War Drums, and make sure your new deck can handle them.

For this article, I built a common deck, with the theme of accessible cards—nothing rare or uncommon—so all the cards in it should be relatively easy to find, especially since *The Dark* is the oldest set represented here. (Not to toot our own horn too much, but all I did was scan down the rarity column in the *InQuest* Players Guide to see what cards were available. It was a snap.)



### III. Crunching It Down, Part 1: 214 Is Too Many

If you're like me, you'll probably have a 214-card deck at this point, and you want one in the 60-card range. To help weed out extraneous cards, sort your big pool of cards by color, then by spells and creatures (if you're playing a creatureless deck, make your own sorting rules), and sometimes even further by offensive, defensive, and miscellaneous capabilities.

A good rule of thumb is to go with a varied group of cards to give your deck flexibility. With this in mind, chuck out any duplicate cards. I know it's hard not to keep two of everything, but you'll still have the same ratio of really good cards as before; your deck will simply be smaller and more concise. If a creature or spell seems just too valuable to ditch, keep two in there. If it's absolutely crucial (i.e., the Atoogs in your Atoog deck), put three or four in—but I rarely go above three.

I had to make some tough choices when designing this deck, especially since it has such a big scope: anyone who's bought a binder and stretched the plastic pockets knows there are more than a few commons! I decided to go with two main colors; any more would be suicidal without special—hence rare—lands. I chose green for its mana producers and excellent creature array, and blue for its cheap countering ability and powerful complementary spells. I slipped in just a hint of red in the form of a few creature elimination/direct damage spells (not that I condone cheese, mind you).

### IV. Crunching It Down, Part 2: On the Road to the Finals

After more teeth-grinding and temple-knocking, I condensed the deck yet again. Don't be discouraged if your discard pile looks like a world-caliber deck—think of it as the next challenge you'll tackle once this deck is working.

After about an hour, I had the general outlines of the deck I wanted. These were my semifinalists for green:

#### 22 CREATURES

##### • 13 Low-Level Guys

8 green-mana-generating Uanowar and Fyndhorn Elves

1 artifact-eating Scavenger Folk  
1 artifact-stopping Brown Ouphe  
1 always-useful Fyndhorn Brownie  
2 red-mana-producing Tinder Walls

##### • 5 Midrange Creatures

1 trampling War Mammoth  
1 first-striking Land Leeches  
1 Balduvian Bear  
1 Grizzly Bear

1 Woolly Spider for air defense

##### • 4 Powerhouses

1 Scaled Wurm

1 Crow Wurm  
1 pumpable Folk of the Pines  
1 Duskwood Boars

#### 10 SPELLS

##### • 7 Defensive

1 Crumble  
1 live-giving Stream of Life  
1 Fog for nasty surprise attacks  
2 Spore Clouds for your counterattack  
1 creature-preserving Regeneration  
1 anti-enchantment Tranquility

##### • 3 Offensive

3 Giant Growths good for offense and defense

ing for a challenge, heck, build a horde deck with 40 creatures or an artifact deck with 35 machines and go to town.

#### A. Creatures

Creatures are usually the first card type I look at, probably because it's the easiest type to evaluate. Based on their power/toughness, I break the creatures down into three categories: low-level (1/1s and 2/2s), midrange (3/3s and creatures with high toughness and low power, or vice versa), and high-power (4/4s and above).

Usually, you're looking for a mix of low to high power/toughness critters. Why? Well, the more powerful a creature, the more it typically costs to cast. Think about it: you want big creatures, but you want to get some creatures—practically *any* creatures—out quickly.

When you're choosing creatures, take their abilities into consideration. The Woolly Spider's anti-flier capabilities are clutch; mana-producing Elves boost your power supply tremendously; and a Brown Ouphe provides an important defense.

Remembering the rule of around 20 creatures per deck, I had to whittle down the green guys in order to fit in blue and artifact cards. Trampling and first strike are nice, but something had to go, so out were War Mammoth, Land Leeches, and the regular 2/2s, the Balduvian and Grizzly Bears. The sole midrange survivor was the Woolly Spider.

The powerhouses stayed as is, since I should be able to bring in the big guns fairly quickly with the help of the mana-generating Elves (thus mostly eliminating the need for midrange creatures). Still, I had to drop down further, and eventually decided on 16 total green creatures by cutting out two Elves. That left room for two artifact creatures and three blue creatures, bringing my grand total to 21.

#### B. Spells

Spells always seem to cause me grief, probably because it's more difficult to determine which has more bang for the buck. Instant and interrupts are fantastic, since you can use them at any time. Sorceries are generally more powerful, but have the drawback of only being playable during your turn. Enchantments are nice, since they stay in play and can help your cause for a long period of time; however, you might have to deal with maintenance costs, and always have to worry about protecting them.

In this deck, I chose all the green spells for their combat capabilities (Giant Growth, Spore Cloud, Regeneration) or their defensive abilities (Stream of Life, Tranquility); there were no cards with "miscellaneous" abilities like Regrowth. Blue was a little tougher. Before I even started getting down to the nitty gritty, I was forced to discard Flight, Flood, Unstable Mutation, and Unsummon, plus a slew of duplicates.

The final count brought in some countering and four all-purpose spells (two Rays of Command, Twiddle, and a Brainstorm). I needed creature elimination badly, so I threw in three Lightning Bolts and two Fireballs. Since I had only minimal room for mountains, it was a little risky to introduce another color, but the red-mana-producing Tinder Walls helped me stay on track.

#### C. Lands

Generally speaking, land should comprise a third of your deck—20 cards in a 60-card deck. To figure out how much land you need, count up the cards in each color and divide that number in half (round up). If you have 22 green cards, you'll end up with 11 forests in there, or a third of your 33 total cards.

Repeat this for all the colors in the deck. Although this process really works—trust me—you may have to make adjustments. For example, this deck only has six red spells, but I put in four mountains to improve my chances of having red spells

How did this pool of green cards evolve into my final green lineup? Glad you asked.

One-third of your deck should be creatures, another third should be spells, and the last third should be land. Simply put in a standard, trim, 60-card deck, 20 is the magic number. There should be about 20 creatures, spells, and lands each in a 60-card deck. (Put slightly more mana in a tournament deck.)

Remember that the chance of drawing any given card decreases with each card you add. If you must go higher than 60 cards, try to keep the number of creatures, spells, and lands even—that way the odds of getting a useful card stay relatively even.

Of course, that's only if you want balance. If you've got a theme that's heavy on one type of card, or if you're just look-



and red mana at the same time.

As with lands, you should count up your artifacts and divide the number in two, adding that many special lands or whichever mana you think you'll need most.

In a tournament deck, you want to make sure that you get enough mana, and that you get it early. Your general formula should be 24 lands and 36 creatures and spells for a 60-card tournament-legal deck.

#### D. Artifacts

Artifacts, which use colorless mana, can easily be worked into any deck—just find ones that complement your deck at a reasonable price.

Most of the time, you'll want to pick your artifacts around the same time as your creatures and spells, so it's easier to calculate the land you need. But with this deck, there were so few common artifacts that this was the last type of card I considered. I just went with two creatures with neat special abilities, Clay Statue and Yotian Soldier.

Whatever you do, don't start throwing in artifacts just because you think they'd be cool to play with: I've seen many a potentially good deck badly diluted by too many artifact afterthoughts. Sure, Ornithopter's a cheap blocker, but there are a lot of situations when that's the last card you want to draw from your deck.

#### V. The Check: Striving for Inner Harmony

I've got a checking method I use when I finish a fresh deck. Shuffle the deck thoroughly and deal yourself several seven-card opening hands to see what you get. Use a piece of paper to keep track of how many lands, creatures, and spells you deal. A good balance is three creatures, one or two spells, and two to three lands. You should be able to cast at least one card from your opening hand by the second or third turn.

Even after all this work, your deck is still in its "raw" stage. There are some questions you now have to ask yourself, for no matter how thoughtful you were while designing, you probably didn't get it completely right the first time around.

Is the deck doing what you thought it would? Are all the creatures and spells as useful as you thought, or do some cards sit in your hand because they're too expensive or simply not helpful? Does your deck have the tools to take on an assortment of opponents? If you can honestly answer yes to all these questions, you probably have a solid deck.

#### VI. The Deck: Into the Fray

Practice makes perfect, so most of your definitive answers will probably come after playing real opponents and strong decks. Don't get down if your deck doesn't work right away—the best way to make a deck better is to learn its weaknesses, identify the cards that give you problems, and plug in cards to cover those gaps. In play-testing this "Just a Buck" deck, I found it was easy to cast cards, and the hands I drew had a good repertoire of spells each time out.

Oddly enough, combinations you never thought of before will come to you as your deck begins working as a team. When a defending creature is tapped with Twiddle, it doesn't deal damage in combat—frequently dying at the hands of but not even scratching your creature. Using the Krovikan Sorcerer's special ability right before your turn lets you trade the extra land you've been holding on to for a new card. If your pumped-up Folk of the Pines can't quite knock off a much bigger enemy creature, using that spare mountain on a Lightning Bolt might do the trick. Untapping Woolly Spider with the Fyndhorn Brownie lets you swat down that pesky Mesa Pegasus.

The list goes on. Keep your mind open to the possibilities within your deck... and those outside it. There's always another deck idea on the way!

## The Deck Builder's

### Six steps to thinner, stronger decks.

**I. The Concept.** Brainstorm an idea for your deck.

**II. The First Cut.** Examine all your cards and select the ones you think will fit into your theme or help your deck. Pick cards because of their usefulness, and make sure you can combat every kind of permanent: land, enchantment, creature, and artifact.

**III. Crunching It Down, Part 1.** Sort your cards by colors; by spells and creatures; and by offensive, defensive, and miscellaneous capabilities. Keep a varied group of cards on hand to give your deck flexibility, but start chucking duplicates unless they're integral to your concept.

**IV. Crunching It Down, Part 2.** Cut, cut, cut! Usually, one-third of your deck should be creatures, one-third should be spells, and one-third lands. In a 60-card deck, that means 20 of each type; in a tournament deck, put in at least 24 lands to ensure you get the right mana quickly. The order in which you evaluate card types depends on your deck.

**A. Creatures.** Get a mix of low-level, midrange, and powerhouse creatures. Remember, abilities and casting cost count along with power and toughness!

**B. Spells.** Sort these by offensive, defensive, and miscellaneous abilities, then choose the most useful ones.

**C. Lands.** Count up the number of cards in each color, divide by two, and put in that many lands, rounded up, of the appropriate color. For artifacts, add special lands or the mana you need most.

**D. Artifacts.** You can choose these by their own category, or by grouping artifact creatures with creatures and regular artifacts with spells. Don't throw in too many "oh-so-cool" artifacts or you'll ruin your focus!

**V. The Check.** Shuffle thoroughly, and deal yourself seven-card opening hands. Repeat several times, tracking the results. You want a good balance—around three creatures, one or two spells, and two to three lands—and the ability to cast at least one card from your hand in the first two or three turns. Look at your deck's speed and effectiveness.

**VI. The Deck.** Let the battle begin! Identify weaknesses and change your card mixture to handle them. As you play, you're bound to learn some important things about your deck.

## Just a Buck

### Creatures

#### Green

1 Brown Ouphe  
1 Craw Worm  
1 Darkwood Boars  
1 Folk of the Pines  
1 Fyndhorn Brownie  
3 Fyndhorn Elves  
1 Llanowar Elves  
1 Scaled Wurm  
2 Tinder Walls  
1 Woolly Spider

#### Blue

1 Illusionary Forces  
1 Krovikan Sorcerer

1 Zuran Spellcaster

### Artifacts

1 Clay Statue  
1 Yotian Soldier

### Spells

#### Green

1 Crumble  
2 Giant Growths  
1 Regeneration  
1 Spore Cloud  
1 Stream of Life  
1 Tranquility

#### Blue

1 Brainstorm

2 Counterspells

1 Power Sink  
2 Rays of Command  
1 Spell Blast  
1 Twiddle

#### Red

2 Fireballs  
3 Lightning Bolts  
1 Stone Rain

### Lands

11 Forests  
6 Islands  
4 Mountains



## What you need to know to succeed as a game designer



# How To Break

# Game

## INQUEST

By Matt Forbeck

**F**rom the moment you cracked open your first *Dungeon Master's Guide* or broke the shrink wrap on your first *Magic: The Gathering* starter pack, one thought has burned in your mind: "This is cool!" You really like games—hell, you *love* playing them. You've spent dozens of sleepless nights storming the castle or blasting away at the alien invaders—so many that you've lost count.

Since then, you've looked at the games being published and thought to yourself, "I can't believe this thing

ever saw print.

Even I can do better than that." That seed took root in your mind, and was fertilized by game after game—until it finally bloomed in a moment of raw insanity. "I can do better than that!" you thought. "In fact, I will!"

Before you hunt around for that old manual typewriter your mother stashed in the attic years ago, stop and sit down for a moment. There's a few things you need to know before you go off half-cocked.

### What You're Getting Into

As a game designer, you can look forward to long hours pecking at a keyboard, locked away from the rest of the world. Interspersed with this, you'll play games





that seem like they should work and don't—it it being up to you to make them sing. After that, assuming you can find a publisher, you'll very likely get meager advances and little pay, if any, at first.

Sound like fun? If you love games, it can be. After all, there're few things more rewarding than making a living doing something you truly enjoy.

On the other hand, don't bet the farm on breaking in—especially not right away. It can be a long, hard haul. There are few jobs available as a designer in the adventure gaming industry, and people who manage to make a living as a full-time freelancer are even rarer.

Assuming all this doom and gloom hasn't dissuaded you, let's press on.

### Know Your Subject

If you want to write something set in a known game universe, read everything you can that's



been published about that game.

Publishers are more likely to be impressed by your proposal if you've obviously taken the time to learn their game. After all, they published it—they're probably proud of it. If you can't be bothered to know at least a little about it, they likely won't bother reading your proposal.

Also, this way you'll know what this publisher has already done with the game. After all, if you tell TSR you've got this great new idea for a series of handbooks based on each type of character class, they won't bother wasting the post office's valuable time using your self-addressed, stamped envelope (SASE) to comment on your brilliant notion.

### Go to Conventions



This is a small industry.

This means that professional gaming people actually go to gaming conventions across this nation and, yes, play games. Often they do this with people they've never met before, and they have a lot of fun.

Game publishers are a lot more likely to pay attention to

a submission from someone whom they know, so use this opportunity to introduce yourself. It's human nature to give a proposal from a known name more serious consideration, no matter what the reason for knowing that name.

Whatever you do, though, don't go to a convention expecting to pitch a bunch of new ideas to your favorite publishers. The more polite ones will ask you to write them down and send them in. The others won't, and if they remember your name later, they won't remember it well.

If you just can't restrain yourself, contain yourself to talking briefly about your idea in a general sense. Ask if they'd be interested in seeing a proposal. If they say yes—Hallelujah!—it's time to get cracking.

### Equipment

Get access to a computer. With the desktop publishing revolution now years behind us, many publishers won't even accept a manuscript in a format their computer can't read. Most publishers are on Macs, but they can usually read IBM formats just fine.

If you don't have a computer, borrow one or find someone who will let you use one for a while. Many schools have computer labs their students can use. Maybe you can use your office computer after hours.

If you have a major word processor that's up to date, most companies will be able to translate your manuscript into their program's format (although they'd prefer it if you did it for them). Just don't expect them to be able to find a translator for your uncle's Timex Sinclair 1000.



### Getting Guidelines

Before you start writing a single sentence of the magnum opus that's destined to revolutionize the way people play games, you've got to write a simple letter. Address it to the company you hope will be wise enough to acknowledge your talent.

If you don't know the company's address (most list contact information in the front of their games or books), we've gone to the trouble to track down that information for you (see sidebar on page 48). Just remember us when you're on top of the world.

Offering up various pieces of your

anatomy ("I'd give my left arm!") is not likely to impress, so keep frothing to a minimum. Try to be professional.

Keep the letter short. Simply tell the company that you like its games and you're interested in writing something for them. Then ask for their writers guidelines. Always include a SASE for these.

Publishers don't come up with these guidelines just to see how well prospective authors can jump through hoops (at least, they've never publicly admitted so). They're designed to make the submission process as painless as possible for both them and you.

Obviously, they don't want you wasting their time with something that isn't going to work, but the reverse is true, too. Keep this in mind if you start questioning their policies. If you don't like their way of doing business at this stage, find another publisher now.



### Writing a Query

Most guidelines first ask for a query letter. This is usually a one- or two-page summary of the project you have in mind. If a project is rejected at this stage, no one's out a whole lot of time, and hopefully no feelings are hurt.

Be as succinct as possible. Mention your previous publishing credits if you've got any. Even working on your high school yearbook can help.

Some publishers get dozens of queries a week. Someone's got to sit down and read through them all.

Don't bore them. Grab their attention as quickly as you can, and don't let go. If you can't accomplish this over a two-page span, you're likely not going to be able to sustain it throughout an entire product. This is your first chance to show what you can do.

Again, always include a SASE if you want a response (hint: you do).

### Magazines

When reading over a good proposal, many publishers say, "This looks great, but can this person really deliver?" Of course, if you'd already proven yourself, you wouldn't have to be writing query

letters. They'd be calling you and offering you work, right?

One way to prove you can handle game design is to start small. Few publishers are willing to hand a large project over to an unknown writer, but magazine publishers aren't usually so picky.

A magazine article usually only runs a few thousand words. If you write a magazine article and the publisher decides it's not any good, you're only out a couple of days' time, and the publisher can usually make up the missing pages with something else.

Once you've got an article or two under your belt, send along a copy of your work when asked for a writing sample. This is bound to impress a lot more than, "I've never set pen to paper before this query letter, but I think your games rule!"

### Release Forms

In these days of 1-800-SUE4CASH, most publishers have gotten cautious about reading any unsolicited proposals or even query letters. Sometimes you'll get your letter back unread. Other times, you've managed to lessen the publisher's heating bill. Query letters make great kindling.

If the publisher needs you to sign a release form, they'll generally send it along with the writers guidelines. Read it over, and if they've for some reason left out the traditional clause concerning the fate of your firstborn, sign it and send it in with your query.

If you're planning on making a number of queries to a particular company, make yourself a few photocopies of their release form. This way you won't have to ask for a new one each time.

### Writing a Proposal

Once a publisher accepts a query letter, you're still not out of the woods. Then they usually ask for a longer proposal. In five pages or less, you need to outline your entire project on at least a chapter-by-chapter basis. Try to give the publisher as much of a feel for the entire project as you can in the space allotted.

Again, this is a chance for you to show what you can do. Don't just turn in your first draft. Take your time and polish your proposal. Make sure it's the best that you can make it be.

If your proposal's accepted, congratulations! The next step is to get yourself a contract and start writing.

Continued on page 48



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## Copyrights

With a few exceptions, most work for adventure game publishers is work for hire. This means that you sign over all copyrights to them in exchange for some sort of compensation (hopefully in the form of check with a lot of zeros on it).

This is pretty much standard procedure, especially if you're writing something set in a game universe that someone else has developed. After all, if you get to keep the rights to a certain part of their universe, it's not entirely theirs anymore, is it?

## Self-Publishing

If you don't want to hand the rights to your baby over to someone else, no matter how little they may be able to offer you, maybe you should try publishing it yourself. Be warned, however, that this can be an extremely hazardous proposition. Just because you can design games doesn't mean you can run a business, and that's what you're talking about getting into.

When asked about starting up a company, one publisher compared doing so to driving a nail through your genitals. If you still find this appealing, seek professional help.

By this, I mean that if you don't know the first thing about running a business, find someone who does and is willing to lend a hand. This is not something to be undertaken lightly.



## Final Thoughts

No matter what you may have read in this article, don't be entirely disheartened. Gaming is a tough field to break into, but as a quick glance at many published games will tell you, every publisher in the industry always needs strong writers willing to work for peanuts.

Despite what you may have heard, it's possible to survive by writing games full time. You just have to be willing to take the time to build a reputation as a professional. With enough talent, hard work, and mule-headed perseverance, you too can be lucky enough to join those of us who make a living doing something we truly enjoy: designing games.

*Matt Forbeck has been working as a full-time freelance game designer for over five years. Despite (or more likely because of) this, he's managed to amass a great deal of personal debt that he's fervently trying to work off by writing whatever he can—even magazine articles.*

## Whom to Contact

When you've finally got a great idea for a game and you know which company you want to submit it to, how do you get a hold of them? Here's a list of some of the top companies in the industry and the names of the people in charge of examining proposals submitted to them, plus some tips from those people.

### FASA

1100 West Cermak  
Suite 8305 Fifth Floor  
Chicago, IL 60608

#### Contacts

*BattleTech:* Bryan Hystul  
*Earthdawn:* Louis J. Prosperi  
*Shadowrun:* Mike Mulvihill  
Do be professional.

Don't submit a whole manuscript. No one will read the entire thing.

Don't change the universe the game is set in. That's out of a freelancer's range.

Don't insult the game, the authors, or the editors. No letters saying, "You bozos don't know what you're doing!"

Don't overcommit. If you've never written anything before, don't submit a proposal for a 100,000-word project. Who knows if you'll ever finish it?

### Games Workshop

Howard House  
16 Castle Boulevard  
Nottingham  
NG7 1FL  
England

**Contact:** Almost all of Games Workshop's game designs come directly from their design studio. They are not currently taking submissions (although even a snowball sometimes has a chance in hell).

### Heartbreaker Hobbies & Games

P.O. Box 105  
Folsom, PA 19033  
Contact: Bob Watts

### Iron Crown Enterprises

P.O. Box 1605  
Charlottesville, VA 22902

#### Contacts

General: Coleman Charlton  
*Hero/Champions:* Bruce Harlick  
*Middle-earth:* Jessica Ney-Grimm  
*Rolemaster:* John Curtis  
*Silent Death:* Matt Forbeck

### Mayfair Games

P.O. Box 48539  
Niles, IL 60648

#### Contact:

Darwin Bromley  
Do send us a two-page synopsis. Tell us the game's topic and who it's aimed at.  
Do tell us why it will sell and why Mayfair is the company that should sell it.  
Do describe the style of the game. What kind of components does it use?  
Don't send us a prototype. Without a release form, we won't even look at it.  
Don't tell us about how the game plays.  
Don't send a copy of the rules.

### Metropolis Ltd.

P.O. Box 57083  
Washington, DC 20037  
Contact: Terry Amthor

### Palladium

12455 Universal Drive  
Taylor, MI 48180  
Contact: Maryann Siembieda

### R. Talsorian Games

P.O. Box 7356  
Berkeley, CA 94707

#### Contacts

*Cyberpunk:* Derek Quinlanor  
*Cybergeneration:* Dave Ackerman  
*Mekton:* Mike MacDonald  
*Castle Falkenstein:* Mike Pondsmith

### Steve Jackson Games

P.O. Box 18957  
Austin, TX 78760  
Contact: Write Attention Submissions  
Guidelines

### TSR

P.O. Box 756  
Lake Geneva, WI 53147

#### Contacts

Amateur: Wolfgang Baur (*Dragon Magazine*) and David Gross (*Dungeon Adventures Magazine*)  
Published: Bruce Heard  
Do act like a pro. Then you'll be treated like a pro.  
Do make your manuscript readable.  
Do contact us for writers guidelines. These are important, since game publishers like TSR have special demands.

Also, you'll get a release form with the guidelines.

Do send in the release form. Otherwise, we won't look at your submission.

Do be original. If we've already seen it a dozen times, we don't want it.

**International writers take note:** Always include International Reply Coupons when writing in. Otherwise, you'll never get your proposal back—or even a contract!

If English isn't your native tongue, know that you'll still be expected to meet the same high standards of writing we expect from anyone else.

### West End Games

Road 3, Box 2345  
Honesdale, PA 18431

#### Contacts

*Star Wars:* Bill Smith  
*Star Wars Adventure Journal:* Pete Schweighofer  
Anything else: Greg Farshtey

### White Wolf

Suite 100  
780 Park North Boulevard  
Clarkston, GA 30021

#### Contacts

*Vampire:* Jennifer Hartshorn  
*Wraith:* Richard Dansky  
*Werewolf:* Bill Bridges  
*Mage:* Phil Brucato  
*Changeling:* Ian Lemke  
*Rage:* Mike Tinney  
Do send a query letter first.

Do include an SASE if you want a response.

Do make your proposal as well-written as can be.

Don't send poetry!

Don't send illustrations. Those go to the art director.

### Wizards of the Coast

P.O. Box 707  
Renton, WA 98057-0707

#### Contacts

Roleplaying Games: Aron Anderson  
Anything Else: Matt Burke  
Do enclose a record of disclosure (release) form. Otherwise, we won't even breathe on your letter.  
Do send in board game ideas.  
Don't send in any Deckmaster submissions. We aren't accepting them.  
Don't do something just like another game. No D&D or Star Trek knockoffs, please.  
Don't submit a Magic board game, though. We've already seen plenty of these.



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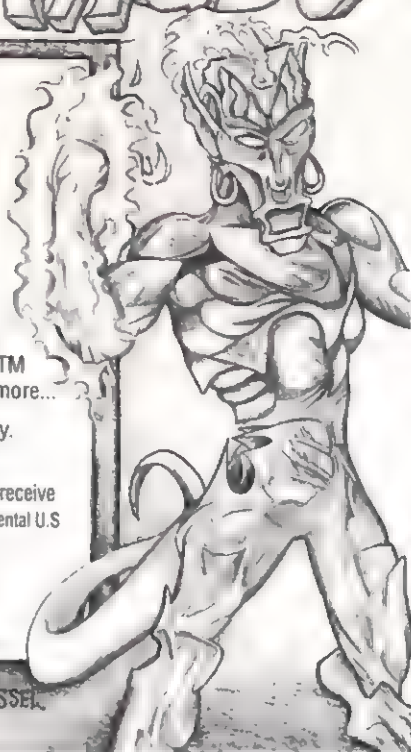
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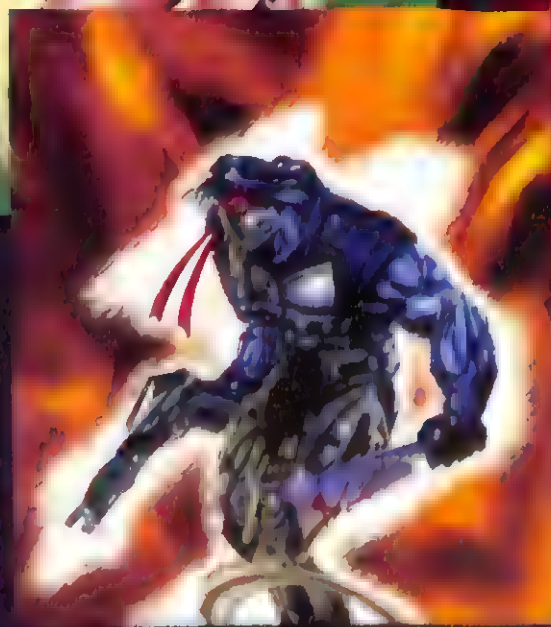
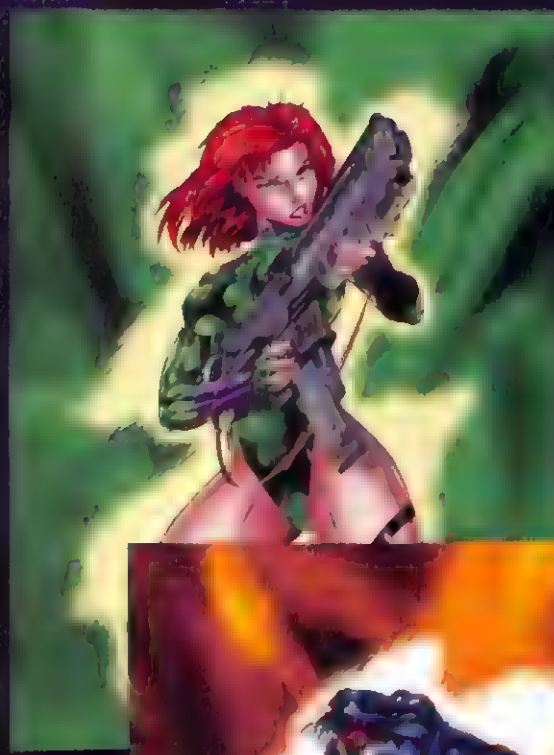
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## The Dream Team

### InQuest Contest

Whoa, Nellie! WildStorm's *The Expandable Super-Hero Card Game* is hitting the shelves as we live and breathe, and it's just chock-full of all the cool WildStorm comic characters that we've come to know and love. Seems like there's a million of these dudes and dudettes: Fairchild, Grail, Gritter, Maul, Freefall, and Union, among others. And they're all on these wacky teams like Team 7, Gen<sup>13</sup>, WildC.A.T.s, and StormWatch. Heck, it's hard to tell the players without a scorecard. So maybe you ought to make one for us.





## How to Play

It's simple. Just put together your personal WildStorm Dream Team using any of the many WildStorm characters. Mix and match. Go nuts. Just tell us which characters you'd team together, why they'd work well together, and what your team's name would be. You can use up to five different characters, and you might want to go the maximum to improve your chances of winning some...

### Grand Prize (One winner)

One lucky reader will receive a complete set of *WildStorms: The Expandable Super-Hero Card Game* cards. That's right—the whole *enchilada*! And WildStorm head honcho Jim Lee will even autograph one of the cards for you!

### Second Prize (20 winners)

Another 20 readers will each receive a *WildStorms* starter deck and an extra card autographed by one of the many superfunky WildStorm artists who are a-drawin' the set.

Fill this sucker out, put it in an envelope, attach it to your Dream Team lineup, and send to:



Dream Team InQuest Contest

c/o Wizard Press

P.O. Box 118

Congers, NY 10920-0118

### The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, WildStorm Productions, and their immediate families or major league baseball players. We're still not quite ready to forgive this strike thing. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach it to your Dream Team lineup. Enter as many times as you like. Mail each entry separately to: Dream Team Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. About two verses into that "There's a hole in the bucket, dear Liza" song, I wanted to riddle that "dear Henry" guy with bullets. All entries must be received at contest headquarters by September 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press from all properly completed entries based on creativity. Judging will take place on October 16, 1995. What we say goes, so no whinin' if you don't win anything.

For a list of winners, available after October 16, 1995, send a self-addressed stamped envelope to: Dream Team InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118

This month's contest is sponsored by WildStorm Productions, those groovy fellas who crank out swell comics and keen cards.

### Contest Entry Form ▼

Deadline is **September 29, 1995**

DREAM TEAM

Name

Date of Birth

Jacket Size

Address

City

State

ZIP

Phone

Regul. or Unregul.?

# TOURNAMENT SURVIVAL KIT

## Required equipment for Magic tournament players.

By Marty Stever

**You've become the King of Magic: The Gathering on your block?** Your friends won't play for cards, even when you promise to put Moxes in your ante deck and let them start with 25 points of life?

Your local store won't let you play on Saturday afternoon because it demoralizes other customers?

Sounds like you're ready for a tournament, and buddy, *InQuest* is here for you. We know there's more to being a tournament champion than hav-

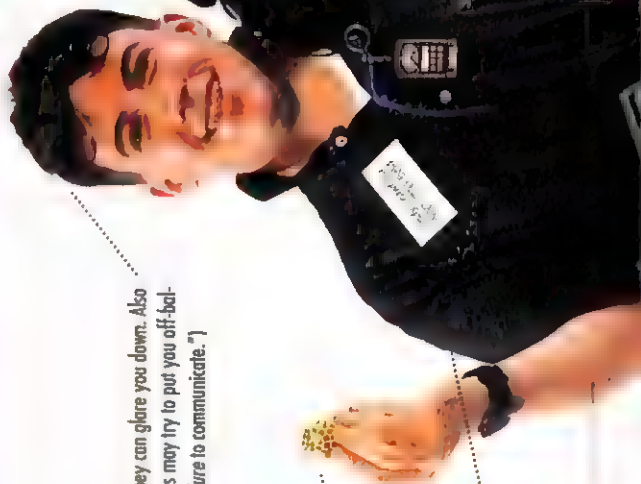
ing the best deck. You need both the physical and psychological edges that are the marks of every truly great player.

With that in mind, we've created a list of everything besides cards that you'll need to make you a winner at every tournament. Remember to send us 10 percent of all your winnings in gratitude. (Please note: In Type I tournaments, a Black Lotus and a fistful of Moxes will help your chances, too.)

**Psychic girlfriends:** The ultimate Black Lotus equalizer. Usually only available to superheroes, we used our friends at Wizard: The Guide To Comics to make a Love Connection and hook us up. Of course, it's painful when, the night before the tourney, she says, "You're going to lose. Let's go shopping instead."



**Mirror sunglasses:** Perfect for opponents who believe they can glare you down. Also good for buildings with annoying fluorescent lighting. (Warnings: opponents may try to put you off-balance by reciting lines from Cool Hand Luke: "What we have here is a failure to communicate.")



**100-sided die:** So you can smirk at your opponent and say, "What, you don't think I'm staying at 20 life, do you?"

**Cindy Crawford's home phone number:** If you have this, who cares if you win the tourney or not?

**Shoulder-mounted camcorder:** Like a professional athlete, the serious tourney player can only improve through self-study. Tapes are especially exciting with *Mission: Impossible* music overdubbed.

**Star Trek key ring:** Really want to piss off your opponent? Short of Channeling a Fireball, nothing can beat hitting the phaser noise every time you reduce his life.

**RingDings:** Hmmm.





**Donald Trump's *The Art of the Deal*** For inspiration when you question the morality of trading a 9-year-old two "awesome" cards for a Shivan.

**Cellular phone with satellite hook-up, IBM notebook computer and modem:** Allows real-time trading of *Magic* cards on the Internet, AOL, and CompuServe. Especially helpful when you're playing slow or novice tourney opponents and you need to keep your mind occupied.

**Trained squirrels:** Give 'em the cue and they'll run up your pants leg and hand you that vital *Counter-spell* (although the bite marks on the cards tend to be a give-away). Great for one

**One of those beaded seat covers favored by New York City taxi drivers:** We don't really know if they're all that comfortable, but the checkered bead pattern may distract and confuse

**Jolt:** All the sugar and twice the caffeine. Need we say more?

**Bonus! For international tourney players only!**  
**Doyle's Guide to Rude Gestures in Any Country:** Self-explanatory.

**Scissors:** Fear your opponent has a card up his sleeve? Offer to give him a stylish short-sleeve look. (Warning: It's dangerous to run with scissors.)

**Annoying plastic sleeve thingies:** You can't let those precious *Magic* cards be touched by anything as potentially corrosive as air, can you?

**The Great Khan Game:** TSR's classic card game is ideal for relaxing between matches.

**Silk boxers:** They just feel so nice and smooth.

**Bounty, the quicker picker-upper:** Because *Magic* cards and 7-Up just don't mix. Also helps keep those sweaty hands dry during especially tense matches.

**The Club:** You've spent all your money on *Magic* cards, so there's no chance anyone will steal the bucket you call "The Juggernaut" ...but it's nice to pretend it could happen.

**Trighmaster:** The only piece of exercise equipment actually designed with the *Magic* player in mind.

**Crackers:** Just in case someone throws cheese your way.

Harry Siever, a longtime gaming conventioner and tournament player, placed second in his last outing. He likes cheese. I mean really, really likes cheese.



What's up

Jonathan Tweet's sleeves?

Wizards of the Coast's latest roleplaying venture.

**Alter Ego, the new  
roleplaying division  
of Wizards of the  
Coast, brings a new  
twist to the world  
of fantasy gaming.**

**By Rick Swan**

Why isn't this guy nervous? He ought to be. Jonathan Tweet, research and development coordinator of Alter Ego, the new roleplaying division of Wizards of the Coast, is putting the finishing touches on *Everway*, the riskiest project of his career.

For Wizards of the Coast, *Everway* is a gamble, an all-new roleplaying game from a company mainly known for card games like *Magic: The Gathering*. Because of *Magic's* staggering success—something like a half-billion cards sold and counting—expectations for *Everway* are high.

But Tweet may have even more at stake. For him, *Everway* represents three years of brainstorming and daydreams, an effort that could go down the drain if the game doesn't find an audience. And WotC's formidable clout provides few guarantees. When *Magic* appeared in 1993, it had the card game field more or less to itself. *Everway*, on the other hand, faces a market not only sat-



urated with roleplaying games, but dominated by monsters like *Advanced Dungeons & Dragons*.

If Tweet's worried, however, he doesn't show it. "I don't think Wizards of the Coast will ever be thought of as the company that does *Everway*," he shrugs, relaxing in his office at WotC headquarters in Renton, Wash. "*Magic* is a hard act to follow." He surveys the toys—Matchbox cars, an ocarina, a miniature forklift—decorating his desk. "What I care about is reaching new people."

So maybe he's not nervous. But you'd think he'd be worn out. On this Friday, Tweet's completed a performance review, answered a batch of e-mail, discussed a distributor meeting, written letters to other game companies, and mulled over a licensing deal. And it's only midafternoon. Work will also follow him home—planning, scheduling, more e-mail. He admits the job has gotten tougher since he came on board in June 1994. But the 29-year-old Tweet seems invigorated. "All I need," he laughs, "is a desk sufficiently far from my bed so I can only take one nap per day."

"He's very thorough," marvels Wade Racine, developer for the *Ars Magica* game and Tweet's WotC colleague. "He explores every aspect of a game, from the artwork to the text to how it ties into marketing. It's good to see someone who's in love with what he's doing."

The concept for *Everway* came in 1993, while Tweet was wandering around a science-fiction convention. "There were no role-playing games for sale in the hucksters' room," he recalls. "I was wondering, why aren't these people buying my games?" But it wasn't just that Tweet's *Ars Magica* and *Over the Edge* were absent from the room—there weren't any roleplaying games being offered.

The problem, he concluded, was with the games themselves. Role-playing games were targeting the same old audience with the same old systems. Maybe it was time for a new approach, with rules sophisticated enough for veterans, but simple enough for beginners.

He came up with a system based on imagery and symbols, avoiding the avalanche of numbers and charts that make novices throw up their hands and run for cover. In a traditional roleplaying game, for instance, players use formulas and statistics to create their characters. In Tweet's game, they use pictures. In a traditional game, players are limited to the kinds of characters

they can be. In Tweet's game, they can be anything. Traditional games use dice to resolve actions; Tweet's game foregoes dice altogether.

As for the setting, Tweet envisions an infinite number of parallel worlds, Earthlike and human-populated, where magic is real. Gifted individuals called sphere walkers, portrayed by the players, have the ability to travel from realm to realm.

The title came from a location integral to the setting. "*Everway* is named after a city that has gates to all the different worlds," Tweet explains. Most names, in fact, are based on common words. Instead of Jonathan or Rick, which Tweet calls "nonsense names," characters might be called Chance or Amber. A town named Endwall is literally that—a town at the end of a wall.

Two card decks, included in the boxed set, form the basis of the game system. The Vision Deck helps players create their characters. Each of the textless Vision Cards has a color illustration of a landscape, person, or monster. A player interprets the illustrations any way he wishes, using his interpretations to develop his character's background. For example, a player might hold one Vision Card displaying a primitive woman, another showing a dog-headed humanoid. After studying the cards, the player decides the primitive woman is his character's kidnapped sister, the dog-head is a member of the tribe that destroyed his village.

The referee resolves game actions with the Fortune Deck. Like the Vision Cards, the Fortune Cards feature colorful illustrations. But they also have ambiguous captions, which the referee must interpret and apply to a particular situation. Say, for instance, a character attempts to brew a poison antidote. The referee draws a card showing a person sowing stones like seeds, representing, as indicated by the caption, Fruitless Labor. The referee decides the antidote fails. Had the player drawn the card upside-down, with the picture facing the other way, the caption would have read Ceasing Fruitless Labor, in which case he might've steered the character in a more productive direction.

Suppose the antidote neutralizes the poison. A month later, the character awakens to find he's aged 20 years overnight. He consults a sage for advice. The referee draws a Fortune Card showing an image of a priestess in a room with a



*Everway* Quest Card by Ed Lee

the character awakens to find he's aged 20 years overnight. He consults a sage for advice. The referee draws a Fortune Card showing an image of a priestess in a room with a

smoky candle; the caption reads Understanding Mysteries. The referee hints that the character's condition is a side effect of the antidote.

Source and Quest cards provide background on various elements of the adventure, like miniature sourcebooks.

Veteran roleplayers may be surprised by *Everway's* unconventional adventures, which favor problem-solving over dungeon crawling. Tweet describes a recent session:

"The characters had come down a river and stopped at a village. The village was very simple, the people lived simple lives. When the characters woke up, their memories had been taken away." Like the villagers, the characters could perceive only the present moment. "The truth was, the villagers had done something so terrible that they were condemned to live day to day. The characters eventually found the past and future, who appeared as twin children living in a swamp."

According to Tweet, play-testers

have been tickled pink, especially those unfamiliar with roleplaying games. "They're delighted they have a game that's easy to play and fun to look at, a game that encourages them to talk and be part of a group. Suddenly, they feel real smart."

Tweet's own love affair with games began in Rock Island, Ill. At the age of 12, while other adolescents were watching *Gilligan's Island* reruns, Tweet was tinkering with his favorite roleplaying games. "In those days, the rules were sort of funky," he recalls. "You had to be sort of an amateur game designer to get them to work." He even cooked up his own science-fiction extravaganza called *Have Laser Will Travel*. "You wandered around in the wilder-

wizardry that earned them a Gamer's Choice Award. More *Ars Magica* supplements followed, until the two parted company in 1989. Rein•Hagen went on to design the groundbreaking *Vampire: The Masquerade* game for White Wolf. Tweet toured Europe, attended game conventions, and drifted into mutual fund sales.

Throughout, Tweet kept designing games, but many of his efforts flopped. A game about cave men ("*Stone Age*—or something like that") was rejected by Chaosium, publisher of the acclaimed *RuneQuest* and *Call of Cthulhu*. He and Rein•Hagen also developed a bizarre roleplaying game called *Mindscape*, featuring an infinite universe where personal beliefs determine reality. "It was an abomination," admits Tweet. "We played one session and everyone hated it."

Tweet continued freelancing, placing a few *Advanced Dungeons & Dragons* supplements with TSR and putting together the surreal *Over the Edge* roleplaying game for the Minnesota-based Atlas Games. In 1992, a freelance assignment to revise the rules for *Talisanta* began his association with the then-microscopic Wizards of the Coast. Impressed with his work, Wizards phoned Tweet in the fall of 1993 and sounded him out about running its roleplaying line. ("I was real surprised!") Although Tweet didn't jump on the offer right away—his wife, an English professor in Rock Island, wanted to finish the school year—he had few doubts about accepting. "Freelancing has the luxury of freedom. But it doesn't have the resources for my ideas. I already had the idea for *Everway*, but there was no way I could produce it as a freelancer."

His wife wrapped up her term, they relocated to Washington, and Tweet joined Wizards of the Coast the following summer, becoming head of Alter Ego. The need to put roleplaying in its own department had become obvious. "The company had gotten too big for everyone to attend every meeting. We had to draw lines as to which people would be in which division." Staffers were assigned to teams, each responsible for a separate product line; one team would handle *Ars Magica*, another *Everway*. Alter Ego's overall mission: to produce games that would appeal to new audiences.

As the coordinator, Tweet was caught up in a whirlwind of staff meetings, planning sessions, and contract negotiations. The job was not without its frustrations. "I wasn't hired as a designer per se. There's always a sense

**Play-testers are delighted they have a game that's easy to play and fun to look at, a game that encourages them to talk and be part of a group. Suddenly, they feel real smart.**

ness and monsters came by and you killed them. When you got hurt, you went to the hospital and got better. It was really hard.

Despite selling a few articles to the now-defunct *Heroes* and *Different Worlds* magazines, Tweet's career didn't take off until he hooked up with Mark Rein•Hagen at St. Olaf College in Northfield, Minn. After forming the Lion Rampant company in 1987, they published the first edition of *Ars Magica*, a roleplaying game of medieval

that when I'm working with a freelancer, I could just take it over and write it myself." On the other hand, "it's very rewarding to see things develop."

Tweet flourished in his new environment, which operated more like a clubhouse than a corporation. It still does. Product teams tend to overlap one another. Everyone, regardless of their job descriptions, feels free to pitch ideas. Even Richard Garfield, mastermind of *Magic: The Gathering*, had a hand in *Everway*. "The game uses cards," says



Tweet, "and he came up with the concepts for some of the more interesting ones. He also helped with the setting."

Tweet relies not only on the staff for input, but also a stable of freelancers. And he knows what he wants. "I've got a certain vision, and I want people who are professional enough to fit with my ideas. The last thing I want is a freelancer to redesign [the game]."

Any advice for would-be freelancers? "Quit your day job," he says, only half-joking. "You've got to have a real commitment. A lot of people are willing to send me resumes, but not a lot are willing to gamble and make themselves noticed."

Freelancers will likely become more important in the future. "We're going to be expanding," promises Tweet. But for now, *Alter Ego* remains relatively tiny.

Elsewhere in the Wizards of the Coast compound, 26-year-old Wade Racine is polishing up the fourth edition of *Ars Magica*, which he says is in no danger of taking a back seat to *Everway* or *Magic*. "It's a strong game in its own right. We don't have the same budget as *Magic*. But *Ars Magica* is getting more attention at this company than it ever has before."

That's music to Tweet's ears, as he was less than thrilled with how *Ars Magica* was treated by its previous publisher. After Lion Rampant bit the dust, White Wolf acquired the game, then proceeded to reshape it, attempting to adapt it to the gritty World of Darkness that was home to the hit *Vampire: The Masquerade*. "I wasn't happy with White Wolf," says Tweet. "They added some things that didn't fit." Still, the durability of *Ars Magica* surprises him. "Despite a lot of hard-core fans being disappointed by White Wolf, it's just been growing. It's nice to see that given time, it has the sort of following we'd hoped for."

Was it hard turning *Ars Magica* over to someone else? "I was pretty much used to not being in control of it. But it was hard, because I'd like to be doing rewrites," admits Tweet. Racine "has a good grasp of history. He's a lot more organized than I used to be."

Racine, a self-described "Air Force brat," started playing *Ars Magica* when Tweet joined the company. "I was the only person vaguely working on roleplaying. When Jonathan came in, he said, 'If you want to run that line, it's yours.'" A Seattle resident since 1991, Racine had spent four years as a military intelligence analyst. He met Wizards of the Coast president Peter Adkison on the Internet and began corresponding via e-mail. Their relationship led to a job offer. Though Racine had no previous design experience, he's since gotten his feet wet with *Generation Gap*, a spin-off of the *Cyberpunk* roleplaying game, published by R. Talsorian.

Racine describes *Ars Magica* as "a combination of the

familiar and fantastic" set in our own world's 13th century, in which "there really are angels and fairies." The fourth edition, scheduled for an October release, will comprise four books in a slipcase, packaged with a map of Mythic Europe. He intends to make the new version

easier to learn and play, streamlining the presentation, stripping out complicated rules, and improving the graphics. "Character creation will be changing significantly. The wizards won't be quite as restricted; I've loosened up their strengths and weaknesses."

Additionally, Racine promises a wealth of support material. Currently in the works are *Exotic Magic: Fire and Ice*, a look at unusual wizard orders; *Tribunals of Hermes*, featuring wizardly politics; and *The Storm Rider Returns*, an introductory adventure.

Tweet has a full plate, too. Upcoming supplements for *Everway* include a series of fantasy card sets, usable

as Vision Cards, but sold in a trading-card format; several "sphere books" describing the creatures, organizations, and traditions of various *Everway* locales; an untitled quest book containing three adventures; and *Sphere Walker*, a sourcebook bundled with a set of cards.

A *Dominia* encyclopedia, detailing the multiverse of *Magic: The Gathering*, is also in the works. "That was originally designed as part of the *Magic* roleplaying game line," says Tweet. "Apparently, it'll be published separately. It's not under my direction." When will we see it? "Probably not any time soon." And the status of the *Magic* roleplaying game? "We've done some work on it, but currently, we're in the process of hiring someone to handle it." Look for it in 1996.

For now, Tweet's anxious to launch *Everway*. "In some ways, I wish it were a one-shot deal. Then I'd be done with it. But as soon as it's out, I'll be on to the next thing."

Any plans to celebrate? "Maybe a stress reduction seminar," he laughs.

Or maybe he can move a bed into his office. Sounds like he's earned his nap.

*Rick Swan, author of The Complete Guide to Roleplaying Games (St. Martin's Press), always reads the last page of this magazine*



Yet another Vision Card by Ed Lee



Everway Fortune Card by Scott Kirschner



# Touring the GIX

By Buddy Scalera

Sure, getting on-line can be kind of intimidating. It's best for new users to find someone to hold their hand in the beginning. That's why *InQuest* started this column, which will highlight the best gaming stuff available on-line.

And that's also why, when I wanted to take a look at America Online's Game Information Exchange or GIX forum, I lassoed a tour guide: Donna Millheim, the forum host. Follow along as we check out some fun stuff.

*InQuest* readers who recall last month's "Plugged-In" feature remember that the GIX is where we played *Magic* on-line. Actually, Donna was the player Matt Milliken and I whipped in our first on-line game. Right, Donna? (<G> We still haven't given Donna a rematch. And it's drivin' her nuts!)

The GIX (you can use that keyword to get there) is an easy-to-use on-line forum and a great resource for gamers. The home screen is broken down into six areas. If you're new, start in the "About the Forum" area.

Once you've settled in, click into the File Library. Donna says there are over 300 megabytes of information and software to download free of charge.

Free stuff is listed chronologically in the Collectible Card Games Library. Scroll down to 4/7 for *Hordes*, a popular Windows program that helps track cards for buying, selling, and trading. It's easy to use and has sharp graphics. There are *Hordes*-ready decks for *Magic*, *Star Trek*, *Wyvern*, *Blood Wars*, and other games. (*Hordes* can also be found on CompuServe at Go: Card Games.)

Other tracking programs use FileMaker Pro or Hypercard, including versions for *Star Trek* (3/14) and *Jyhad* (2/14).

Among the most popular downloads on GIX are the sample decks and play tips for *Magic*. I enjoy the CoffeeMage tips uploaded by someone called CoffeeMate. The moves are well-written and downright entertaining. The files are at 4/4, 4/6, 4/20, 4/22, and 5/16.

Three particularly humorous files are "Wizard Betty, Filksong"

(2/25), "Irritants List" (10/11), and "12 Days of *Magic*" (12/12).

One of my favorites downloads was a QuickTime movie (1/5) that shows a fly-by of a *Magic* card in full 3-D animation. (Most Macs have QuickTime. Windows and Mac users can download QuickTime from CompuServe at Go: QTime.)

There're many megs that I don't have room to mention. A good rule of thumb is: if it's been downloaded more than 400 times, you should probably check it out.

GIX actually has a second file archive, the GIX Library, filled mainly with graphics and gaming-related stories. It's worth a look-see if that kind of thing tickles your artifacts.

GIX is also the place where many AOL users meet to play and discuss gaming. The Game Registry and the Schedules & Events sections list gamers and conventions across the nation.

Everything on GIX is clearly explained, including the Collectible Card Game Classifieds and the bulletin boards. Donna is a great tour guide for those of you who are overwhelmed by some of these gaming forums. If you check out GIX, zap Donna with an instant message (it's like live AOL e-mail) addressed to OGFDiamond. Ask her to show you around the place, like she did for me. And tell her *InQuest* sent ya!

## E-Notes:

- The MicroProse Home Page on the World Wide Web at <http://www.microprose.com/mpshp.html> has information about all of its popular games. More importantly, it has links to its file transfer protocol area, where you can download a demo of the upcoming *Magic* multiplayer CD-ROM. To link directly to the MicroProse FTP, key in <ftp://ftp.microprose.com>.

- CompuServe's Play-By-Mail Gaming Forum (Go: PBMGAM) also has important on-line gaming information. If you're eager to start gaming on-line, check out the *Magic* Games Library. The files *Magic.PBM* and *Rules.EML* will give players a good idea of what to do.

- eWorld users can find a *Magic* Card Tracker in the Macintosh Board & Card Library on the Inside Games forum. To use it, you'll need FileMaker Pro.

- CompuServe and Prodigy each offer full access to the World Wide Web for PC users. America Online has a "beta test" version of its WWW browser for both PCs and Macs. To download the software, use Keyword: WWW.



Bone up on your favorite game, download *Magic* tips, or just talk—you can do it all with America Online's Game Information Exchange

At parties, Buddy Scalera wears a lampshade on his head. He's Wizard's on-line editor, and can be reached at [WizardTGC@AOL.com](mailto:WizardTGC@AOL.com) or 74774.2707@CompuServe.com.



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**INQUEST**

# CONTEST!

**Comico Gaming Presents:**

# CHRYSALIS

BORNE OF THE SUPERNATURE™

## InQuest Contest

So you like them thar card games, huh? But sometimes you and your buddies find it hard deciding which one to play. Maybe you're in a sword-and-sorcery mood, but your partner is feeling a bit more high-tech. What to do, what to do?

Well, we recommend you try *Chrysalis: Borne of the Supernature*. Why? Because it incorporates elements of superheroics, science fiction, sword-and-sorcery, and other funky stuff into a single game. No more worries about what kind of game to play—go with *chrysalis* and you're playing them all!

And it ain't like the cards are hard to look at, either. With top-flight artists like Simon Bisley, Walt Simonson, Buzz, Dave Gibbons, and Jill Thompson contributing pieces, the art content is pretty darned groovy, indeed. Just check out this swell Jill Thompson piece. While you're at it, think about where in your house you want to hang it.



## Grand Prize (One winner)

One lucky reader will win this spiffy-as-all-heck Jill Thompson original S.P.-EYE illustration that appears in the *Chrysalis* set!

## Second Prize (10 winners)

Another 10 readers will each receive an uncut sheet of *Chrysalis: Borne of the Supernature* cards, and it'll even be autographed by Jill Thompson and a slew of other *Chrysalis* artists.

## Third Prize (25 winners)

Twenty-five readers will each receive autographed copies of the new Comico Comics *Oblivion* #1 (signed by creators Jack Herman, Tony Daniel, and Pam Eklund) and *Elementals* #1 (signed by Jack Herman and Andy Dimitt).



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## The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Comico, and their immediate families or John Jacob Jingleheimer Schmidt. His name is my name, too. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form as a 3-by-5-inch index card. Enter as many times as you like. Mail each entry separately to: *Chrysalis: Borne of the Supernature InQuest* Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, restricted, or restricted by law in a manner inconsistent with the purposes and rules herein. Spawning of hot dogs, did you know that the government says that as long as no more than 20% of a hot dog is made of human flesh, it's fit for human consumption? Weird, huh? All entries must be received at contest headquarters by September 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by a random drawing by Wizard Press from all properly completed entries. Drawing will take place on October 16, 1995. All decisions are final. Cause a stink and we'll screw with your credit rating. For a list of winners, available after October 16, 1995, send a self-addressed, stamped envelope to: *Chrysalis: Borne of the Supernature InQuest* Contest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

**This month's contest is sponsored by Comico, and we think they're real swell. Plus they're from Chicago, so they really know hot dogs.**

## Fourth Prize (50 winners)

Fifty readers will each receive a *Chrysalis: Borne of the Supernature* booster pack. Flip 'em! Trade 'em! Play 'em!

## How To Play

**It's so darned simple even we understand it. Fill out the entry form. Send it in. It's a random drawing. And read *Elementals*. It's a cool book.**

Fill this sucker out, put it in an envelope, and send to:

***Chrysalis: Borne of the Supernature InQuest* Contest,**  
c/o Wizard Press,  
P.O. Box 118,  
Congers, NY 10920-0118.

## Contest Entry Form

Deadline is **September 29, 1995**

**CHRYSLIS**

Name \_\_\_\_\_

Print or Stamp \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_

Phone \_\_\_\_\_

Chrysalis: Borne of the Supernature InQuest



# ICE STORM!

By Douglas Goldstein

## Limited availability keeps Ice Age cards in demand.

Even though *Ice Age* has been out for months now, its limited release to the stores has kept gamers from getting the quantity of cards they so desperately want. Most have accepted the fact that packs go for \$3-\$4 and are limited to three or five per customer. Hell, you've probably paid your sister to go in and buy some for you.

The same situation holds true for the *Magic: The Gathering* Fourth Edition. Boxes come in, the stores sell out, and we wait until the next shipment. If *Chronicles* has come out by the time you read this, you'll have noticed that it's extremely limited as well. The set may be printed year-round, but it'll come to us in a trickle. Don't be surprised if packs go for \$4 or more for several months.

Watch for prices to drop immediately on older cards that show up in *Chronicles*, but don't panic yet. If the rumors regarding its limited release are true, demand for the originals will return.

Also keep in mind that WotC is thinking about pushing back the release of the *Ice Age* expansion set *Homelands* until early 1996, which will give the industry some recovery

time. Not only are gamers scrambling to keep up with this three-month, one-Magic-set-per-month bonanza, there are a hell of a lot of new games coming out that players want to try

## Ice Age Card Activity

A few special cards in *Ice Age* were extremely powerful and desirable, and the prices for them are very high.

Jester's Cap is arguably the best card in *Ice Age*. Not only does it let you look through your opponent's entire library, but you can remove three cards from the game with it! This can cripple many single-minded decks that rely on a few cards to kill you. The Cap's cousin, Jester's Mask, lets you go through your opponent's library and draw her a new hand from it. Apparently, these and other library cards are very popular nowadays. The Cap and Mask go for as high as \$20 and \$15 respectively in some places.

There are several other big *Ice Age* cards. Blinking Spirit (\$6-\$10) is a white creature that can be unsummoned at will, meaning it's next to impossible to kill. Call to Arms (\$6-\$10) is a version of the old, still-popular Jihad, which hasn't been affected price-wise. Chaos Moon (\$6-\$10) is, if you're careful, a Gauntlet of Might (also unaffected). Deflection (\$8-\$12) is invaluable: a Counterspell and Fork combined in one. Elder Druid (\$8-\$12) can Twiddle things as a fast effect. (Twiddles are about as valuable as banana peels nowadays, thanks to all the cards that do similar things.)

General Jarkeld, Marton Stromgald, and Skeleton Ship are all sought-after legends because of their powerful fast effects. They're around \$10 each—but the other *Ice Age* legend, Merieke Ri Berit, won't increase much in price because she can't untap without the aid of another card.

The improved-upon creatures in *Ice Age* are particularly desirable. The Fourth Edition Sengir Vampire only gets a +1/+1 token for each creature it kills, but the new Krovikian Vampire gives you control of the creatures it kills! It fetches \$4-\$6, and should go higher. Whereas the Serra Angel can attack without tapping, Seraph, like the Krovikian bloodsucker, also gives you control of creatures she kills. She should also go



Monstrously powerful cards like the Jester's Mask and Jester's Cap have helped make *Ice Age* the hottest expansion set since *Legends*



beyond her current \$8-\$12 price. People are even seeking out the new Balduvian Hydra at \$5-\$8 each, if only because its big brother the Rock Hydra is now discontinued (and can fetch up to \$18).

Surprisingly, the new Brainstorm (draw three cards and put back two from your hand) hasn't yet affected the price of the old Ancestral Recall (draw three cards), which still fetches between \$50 and \$70 for the Unlimited version. Time should wear down demand for Ancestral Recall, since we don't really need it anymore.



Ice Age's Legends: Some good, some not so good.

## Magic Card Activity

The Fourth Edition's new card roster has inspired a lot of market activity. Carrion Ants and Killer Bees are two of the Fourth's biggest attractions. Even though the originals have dropped in value, they continue to sell. People are also grabbing the new Strip Mines and Circles of Protection: Artifact when they can. Useful cards like Living Artifact are also nudging up in value. Remember that the biggest key to a card's value is its usefulness.



Are you one of the people who've decided to seek out the killer creatures in *Magic*? The powerful ones, the monsters that can turn a game on its ear, are all in demand and gaining value. The Fourth Edition Royal Assassin (tap to kill any tapped creature) goes for \$10-\$15, and older ver-

Carrion Ants, aside from being able to move rubber tree plants, are keeping Magic Fourth Edition hot

## UNTAPPED POTENTIAL

Card Name: **Icatian Lieutenant**

Set: **Fallen Empires**

Current Value: **\$1.50-\$2.50**

Rarity: **Rare**

The Icatian Lieutenant was always somewhat useful because it could pump up the power of a target Soldier. But the Lieutenant a Soldier himself didn't catch on at first because *Fallen Empires* had the only Soldiers, and they weren't too impressive. Also, one white and another mana is a lot for +1 +0.

*Ice Age* brings this card into the spotlight because most of the Kjeldoran white creatures are Soldiers! The Kjeldoran Skyknights and Skycaptains—which both band, fly, and have first strike, and are 1/1 and 2/2, respectively—work frighteningly well in tandem with the Icatian Lieutenant, since the whole point of a first-strike creature is to get its power high. Watch for this card to improve white decks tremendously.



sions are going up in price. The discontinued Vesuvan Doppelganger is heavily sought-after, and the Revised V.D. (boy, that's one card that shouldn't be initialized) fetches up to \$25. Creatures that give their brethren pluses, like Goblin King and Thrull Champion, are also on the move.

Let's not forget about the old Revised "gotta-have-'em-or-you're-a-loser" discontinueds like Fork and the dual lands. The new *Ice Age* dual lands aren't as easy to use as the old duals, and if you're playing a multicolor deck, you've gotta have them. Everyone knows this, so all 10 old duals can go for around \$20 each.

Speaking of Fork... is it restricted? Yes. In demand? Yes. Cheap? No. How much? \$15-\$25

## New Guide Twist

Take a good look at the price guide. Notice anything? There's two prices for each card instead of one, a low price and a high price. No, there aren't a few hundred tiny Vesuvan Doppelgangers running through the price guide, we've simply improved our price-gathering methodology and presented the results in a more reader-friendly format.

The high and low prices account for the price variety you'll find throughout the country. The small-town shop might sell Vesuvan Doppelganger for \$13, but stores in suburban or metropolitan areas may ask for \$15. Therefore, instead of boiling our survey information down to one price, we eliminate the highest and lowest 10 percent of the prices and presented a range. This gives collectors a better guide to fair pricing.

If you have any feedback on our price guide, please fill out our survey and let us know.

Douglas Goldstein claims to be Spock. But he's not, dammit! C'mon, where are his Friggin' Vulcan ears? And Spock wears pants!

# INQUEST®

## We want to know what you think

**Hey, got five minutes?** Good. Fill this out. Y'see, with your help, the *InQuest* price guide will continue to grow like a squirrel monkey on steroids, serving up the best darn price guide both sides of the Mississippi.

Oh, and feel free to photocopy this page so you don't destroy your issue.

### Questions, Comments & Concerns

We want to know what you think of our magazine. Tell us what you thought was good about this issue of *InQuest*, and what you thought was not so good. (Use extra paper if necessary.)

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### Price Changes

Are cards selling in your area for a lot more or a lot less than *InQuest* is listing them at? List any major discrepancies you feel exist in the *InQuest* price guide. (Use extra paper if necessary.)

Set	Card Name	What it sells for in your area

### Top Ten Hottest Cards

What are the hottest cards in the circle of gamers you play with? List them in order of hotness (hotness?), with the hottest card listed at the number one slot.

1. _____	6. _____
2. _____	7. _____
3. _____	8. _____
4. _____	9. _____
5. _____	10. _____

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_

Age \_\_\_\_\_

E-mail address (if you got one) \_\_\_\_\_

Mail to:

**Dan Albaugh**

InQuest Survey

P.O. Box 458

Waterford, PA 16441

e-mail:

Wizrdprice@aol.com

WHO  
ARE  
YOU?



# GUIDELINES

## WHAT YOU NEED TO KNOW ABOUT THE INQUEST PRICE GUIDE

### About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it. A value listed for a card in a price guide does not definitively state what a card is "worth."

### How to use the InQuest Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

All cards have their color designations to the left of the card name.

Dark Heart of the Wood	35	75
Dark Sphere	3.50	5.00
Deep Water	35	75
Diabolic Machine	2.25	3.00
Drowned	35	75
Dust to Dust	35	75
Eater of the Dead	4.00	6.00
Electric Eel	1.50	2.50
Elves of Deep Shadow	2.50	3.50
Erosion	35	75
Eternal Flame	4.00	6.00
Exorcist	6.00	10.00
Fallen, The	3.25	4.00
Fasting	1.50	2.50
Fellwar Stone	2.50	3.50
Festival	35	75
Fire and Brimstone	2.25	3.00
Fire Drake	2.25	3.00
Bank Merger	1.50	2.00
Bank of England	1.50	2.00
Bavarian Illuminati	1.50	2.00
Bermuda Triangle	1.50	2.00
Big Sellout, The	1.50	2.00
Bigger Business	75	1.00
Blitzkrieg	3.25	4.00
Bodyguard	1.50	2.00
Book of Kells	1.50	2.00
Botched Contact	1.50	2.00
Bribery	1.50	2.00
Card of Protection: Artifact	7.00	10.00
Critikal Druid	3.50	5.00
Clay Statue	.75	1.50
Clockwork Avian	8.00	12.00
Classics of Sardia	10.00	15.00
Circle of Protection: Artifact	7.00	10.00
Critikal Druid	3.50	5.00
Clay Statue	.75	1.50
Clockwork Avian	8.00	12.00
Classics of Sardia	10.00	15.00
Circle of Protection: Artifact	7.00	10.00
Critikal Druid	3.50	5.00
Clay Statue	.75	1.50
Clockwork Avian	8.00	12.00
Classics of Sardia	10.00	15.00

### How to use the InQuest CCG Price Guide

In this example, **Doomtrooper** is the name of the game, **Heartbreaker** is the name of the manufacturer, and **Inquisition** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A • indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.

Dark Heart of the Wood	35	75
Dark Sphere	3.50	5.00
Deep Water	35	75
Diabolic Machine	2.25	3.00
Drowned	35	75
Dust to Dust	35	75
Eater of the Dead	4.00	6.00
Electric Eel	1.50	2.50
Elves of Deep Shadow	2.50	3.50
Erosion	35	75
Eternal Flame	4.00	6.00
Exorcist	6.00	10.00
Fallen, The	3.25	4.00
Fasting	1.50	2.50
Fellwar Stone	2.50	3.50
Festival	35	75
Fire and Brimstone	2.25	3.00
Fire Drake	2.25	3.00
Circle of Protection: Artifact	7.00	10.00
Critikal Druid	3.50	5.00
Clay Statue	.75	1.50
Clockwork Avian	8.00	12.00
Classics of Sardia	10.00	15.00
Circle of Protection: Artifact	7.00	10.00
Critikal Druid	3.50	5.00
Clay Statue	.75	1.50
Clockwork Avian	8.00	12.00
Classics of Sardia	10.00	15.00

### Price Guide Contributors

Adventures in Comics & Games in Corniche, Calif.; All Pro Sports in Newark, N.J.; Aquatic Comics & Games in New York, N.Y.; Book & Music Exchange in Louisville, Ky.; Books, Comics & Toys in Ft. Worth, Tex.; Card & Comic Arcade in New York, N.Y.; Cards, Comics & Collectibles in Miami, Fla.; Choice in Athens, Tenn.; Collector's World in Anderson, Ind.; The Game Shop in Houston, Tex.; Games & More in New York, N.Y.; Speaking in Maynard, Mass.; DR Comics & MR Games in Oakland, Calif.; Dragon Land & Collectibles in New York, N.Y.; Lair in West Springfield, Mass.; Fantasy Works Comics in Aurora, Ill.; Fantasy Zone in New York, N.Y.; Lion & Unicorn in Hoover, Ala.; M&M Sports Cards and Comics in Cedar Rapids, Iowa; Magic & More in New York, N.Y.; Columbia, Conn.; Odin's Cosmic Bookshelf in Liburnia, Ga.; and Stone Mountain, Ga.; Paul's Comics in New York, N.Y.; Comics & Games in St. Paul, Minn.; The Time Tunnel in Statesville, N.C.; Troll and Tunes in New York, N.Y.; The Zone in New York, N.Y.; SuperAmir@aol.com; Sir@cua.berkeley.edu; BParker933

## CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked... One person's Mint is another's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he/she feels important. Without further ado, here are the grades:

**Mint (MT):** Perfectissimo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle, and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good glass should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

**Near Mint (Nr MT):** Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

**Excellent-Mint (EX-MT):** This card is still a great looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 to 90 percent of price guide listings.

**Excellent (EX):** Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 to 70 percent of price guide listings.

**Very Good (VG):** A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 to 40 percent of price guide listings.

**Good (GD):** A card that's graded Good isn't really good. Think of it as an OK card—that is not so hot to begin with—that got into a fight on the way home. The card may have three to four well worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal because they are considered "marked" cards. Good cards sell for 10 to 15 percent of price guide listings.

**Fair:** Boy if you thought Good cards were bad, you ain't seen nothing yet. Fair cards contain holes, tears, stains, water damage, and everything else under the sun. These cards, too, are not tournament legal and look like they went through the wash in your jeans. Fair cards sell for five to 15 percent of price guide listings. (Which would make a Fair Wall of Wood like negative six bucks.)

**Poor:** OK, let's get one thing straight: Poor cards are about as much fun to look at as that row at Rutgers University with the window in his belly. Poor cards sell for less than five percent of price guide listings (i.e. they suck).

# TRAVEL QUEST

price guide

**ALPHA LIMITED**

4. ZEPHOS OF THE COAST 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)	\$2,800 00	3,400 00
Starter Deck (60 cards)	200 00	250 00
Starter Box (10 decks)	2,000 00	2,500 00
Booster Pack (15 cards)	90 00	110 00
Booster Box (36 packs)	3,200 00	3,700 00

■ Air Elemental	2 50	3 50
■ Ancestral Recall	110 00	140 00
■ Animate Artifact	1 50	2 50
■ Animate Dead	1 50	2 50
■ Animate Wall	5 00	8 00
■ Ank of Mishra	5 00	8 00
■ Armageddon	3 00	12 00
■ Aspect of Wall	9 00	12 00
■ Bad Moon	8 00	12 00
■ Bandwagons	25 00	40 00
■ Balance	7 00	10 00
■ Basilisk Monolith	3 25	4 00
■ Bayou	25 00	40 00
■ Benigh Hero	75	1
■ Berserk	40 00	60 00
■ Birds of Paradise	12 00	15 00
■ Black Knight	3 50	5 00
■ Black Lotus	250 00	350 00
■ Black Vise	3 25	4 00
■ Black Ward	75	1 50
■ Blaze of Glory	60 00	75 00
■ Blessing	8 00	10 00
■ Blue Elemental Blast	75	1 50
■ Blue Ward	75	1 50
■ Bog Wraith	2 50	3 50
■ Brongeyser	18 00	25 00
■ Burrewing	1 50	2 50
■ Camouflage	15 00	20 00
■ Castle	3 50	5 00
■ Celestial Prism	1 50	2 50
■ Channel	5 50	7 50
■ Chaos Orb	100 00	125 00
■ Chantrelle	4 00	6 50
■ Circle of Protection Blue	75	50
■ Circle of Protection Green	75	50
■ Circle of Protection Red	75	50
■ Circle of Protection White	75	50
■ Clawwork Beast	7 00	0 00
■ Clone	2 00	1 00
■ Cockatrice	12 00	18 00
■ Consecrate Land	18 00	25 00
■ Conservator	75	1 50
■ Contract from Below	7 00	0 00
■ Control Magic	4 00	8 00
■ Conversion	3 50	5 00
■ Copper Tablet	12 00	18 00
■ Copy Artifact	10 00	15 00
■ Counterspell	3 50	5 00
■ Creature Bond	75	1 00
■ Crew Worm	75	1 00
■ Crusade	8 00	2 00
■ Crystal Rod	75	1 00
■ Cursed Land	75	1 00
■ Cyclopean Tomb	50 00	25 00
■ Dark Ritual	75	1 00
■ Darkport	4 50	5 00
■ Death Ward	75	1 00
■ Deathrattle	75	1 00
■ Deathrattle	45	1 00
■ Demonic Attorney	7 50	1 00
■ Demonic Hordes	7 50	1 00
■ Demonic Tutor	7 50	1 00
■ Dingus Egg	7 00	10 00
■ Disenchant	75	1 00
■ Disintegrate	75	1 00
■ Disrupting Scepter	4 50	1 00
■ Dragon Whelp	4 50	1 00
■ Drain Life	75	1 00
■ Brain Power	8 00	1 00
■ Dredge Skeletons	75	1 00
■ Dragoon Demolition Team	15 00	1 00
■ Dwarfen Warriors	75	1 00
■ Earth Elemental	3 50	1 00
■ Earthbind	7 00	1 00
■ Earthquake	2 25	1 00
■ Elvish Archers	6 00	1 00
■ Evil Presence	1 50	1 00

False Orders	7 00	10 00
Formstead	10 00	15 00
Fastbond	12 00	15 00
Fear	75	1 50
Feedback	75	1 50
Fire Elemental	2 50	3 50
Fireball	75	1 50
Firebreathing	75	1 50
Flares	1 50	2 50
Flight	75	1 50
Fog	75	1 50
Force of Nature	18 00	25 00
Forcefield	125 00	175 00
Forest	35	75
Fork	35 00	40 00
Frozen Shade	75	1 50
Funousaur	8 00	12 00



## TOP TEN HOTTEST CARDS

## 10) Killer Bees

Like playing green, but not too keen on its lack of flying? Killer Bass, one of the few green filers, can really live up to its name when you pump it up  $+1/+1$  for every green mana turned into it.

[illegible]

Jayemdae Tome	6.00	10.00
Juggernaut	10.00	15.00
Jump	75	1.50
Karma	1.50	2.50
Keldon Warlord	4.00	6.00
Kormus Bell	5.00	8.00
Kudzu	10.00	15.00
Lance	3.25	4.00
Ley Druid	1.50	2.50
Library of Leng	1.50	2.50
Lich	70.00	100.00
Lifeforce	1.50	2.50
Lifeface	4.00	6.00
Lifetop	1.50	2.50
Lightning Bolt	.75	1.50
Living Artifact	7.00	10.00
Living Lands	6.00	10.00
Living Wall	3.25	4.00
Llanowar Elves	.75	1.50
Lord of Atlantis	12.00	18.00
Lord of the Pit	15.00	20.00
Lure	1.50	2.50
Magical Jack	10.00	15.00
Mahamoti Djinn	12.00	15.00
Mana Flare	8.00	12.00
Mana Short	6.00	10.00
Mana Vault	6.00	10.00
Manabarb	6.00	10.00
Meekstone	7.00	10.00
Mesa Pegasus	.75	1.50
Merfolk of the Pearl Trident	.75	1.50
Mind Twist	8.00	12.00
Monk's Goblin Riders	.75	1.50
Mountain	.35	.75
Max Emerald	175.00	225.00
Max Jet	175.00	225.00
Max Pearl	175.00	225.00
Max Ruby	175.00	225.00
Max Sapphire	175.00	225.00
Natural Selection	50.00	60.00
Neither Shadow	7.00	10.00
Netting Imp	7.00	10.00
Newmyral's Disk	7.00	10.00
Nightmare	20.00	30.00
Northern Paladin	15.00	20.00
Obsidian Golem	1.50	2.50
Orchid Artillery	2.50	3.50
Orchid Oriflame	4.00	6.00
Paralyze	.75	1.50
Pearted Unicorn	.75	1.50
Personal Information	10.00	15.00
Pestilence	.75	1.50
Phantasmal Forces	1.50	2.50
Phantasmal Terrain	.75	1.50
Phantom Monster	1.50	2.50
Pirate Ship	6.00	10.00
Plague Rats	.75	1.50
Plains	.35	.75
Plateau	25.00	40.00
Power Leak	.75	1.50
Power Sink	.75	1.50
Power Surge	7.00	10.00
Prodigal Sorcerer	.75	1.50
Psionic Blast	18.00	25.00
Psychic Venom	.75	1.50
Pureloze	4.00	6.00
Raging River	60.00	80.00
Raise Dead	.75	1.50
Red Elemental Blast	.75	1.50
Red Ward	.75	1.50
Regeneration	.75	1.50
Regrowth	8.00	12.00
Resurrection	3.50	5.00
Reverse Damage	8.00	12.00
Righteousness	8.00	12.00
Roar of Kher Ridges	15.00	20.00
Rock Hydra	25.00	35.00
Rod of Ruin	1.50	2.50
Royal Assassin	25.00	35.00
Sacrifice	3.25	4.00
Sarnite Healer	.75	1.50
Savannah	25.00	40.00
Savannah Lions	7.00	10.00
Scathe Zombies	.75	1.50
Scavenging Ghoul	1.50	2.50
Scrubland	25.00	40.00
Scrib Sprites	.75	1.50
Sea Serpent	.75	1.50
Sedge Troll	15.00	20.00
Sengir Vampire	7.00	10.00
Serra Angel	8.00	12.00
Seraphin Dryads	.75	1.50
Seraphim	.75	1.50
Serra Dragon	25.00	35.00
Serra Griffin	1.50	2.00
Serra Unicorn	10.00	15.00
Serra Wolf	2.50	3.50
Sleight of Mind	7.00	10.00

Smoke	6.00	10.00
Sol Ring	10.00	15.00
Soul Net	1.50	2.50
Spell Blast	.75	1.50
Stasis	6.00	10.00
Steel Artifact	1.50	2.50
Stone Giant	1.50	2.50
Stone Rain	.75	1.50
Stream of Life	.75	1.50
Sunglasses of Urza	6.00	10.00
Swamp	.35	.75
Swords to Plowshares	2.50	3.50
Taiga	25.00	40.00
Terror	.75	1.50
Thicket Basilisk	4.00	6.00
Thoughtflacc	4.00	6.00
Throne of Bone	.75	1.50
Timber Wolves	6.00	10.00
Time Vault	70.00	80.00
Time Walk	175.00	225.00
Timewhistler	110.00	140.00
Tranquility	.75	1.50
Tropical Island	25.00	40.00
Tsunami	1.50	2.50
Tundra	25.00	40.00
Tunnel	.75	1.50
Twiddle	4.00	6.00
Two-Headed Giant of Foixys	70.00	80.00
Underground Sea	25.00	40.00
Unholy Strength	.75	1.50
Unsummon	.75	1.50
Uthden Troll	3.50	5.00
Verduran Enchantress	8.00	12.00
Vesuvan Doppelganger	35.00	50.00
Veteran Bodyguard	20.00	25.00
Volcanic Eruption	8.00	12.00
Wall of Air	1.50	2.50
Wall of Bone	1.50	2.50
Wall of Brambles	1.50	2.50
Wall of Fire	1.50	2.50
Wall of Ice	1.50	2.50
Wall of Stone	1.50	2.50
Wall of Swords	3.50	5.00
Wall of Water	.75	1.50
Wall of Wood	.75	1.50
Wonderlust	1.50	2.50
Wor Mammoth	.75	1.50
Warp Artifact	6.00	10.00
Water Elemental	2.50	3.50
Weakness	.75	1.50
Web	6.00	10.00
Wheel of Fortune	15.00	20.00
White Knight	3.50	5.00
White Ward	.75	1.50
Wild Growth	.75	1.50
Will-O'-The-Wisp	10.00	15.00
Winter Orb	6.00	10.00
Wooden Sphere	.75	1.50
Word of Command	90.00	125.00
Wrath of God	8.00	12.00
Zombie Master	8.00	12.00

**BETA LIMITED**

WIZARDS OF THE COAST 1993

Beta cards have rounded corners and are black-bordered.

Full Set (302 cards) .....	\$2,100.00	2,600.00
Starter Deck (60 cards) .....	150.00	175.00
Starter Box (10 decks) ...	1,500.00	1,750.00
Booster Pack (15 cards) .....	65.00	85.00
Booster Box (36 packs) ...	2,300.00	2,800.00

■ Air Elemental	2 25	3 00
■ Ancestral Recall	90 00	110 00
■ Animate Artifact	1 25	2 00
■ Animate Dead	1 25	2 00
■ Animate Wall	3 50	5 00
■ Ankh of Mishra	4 00	6 00
■ Armageddon	6 00	10 00
■ Aspect of Wolf	7 00	10 00
■ Bad Moon	7 00	10 00
■ Badlands	20 00	35 00
■ Balance	5 00	8 00
■ Basalt Monolith	2 50	3 50
■ Bayou	20 00	35 00
■ Bendish Hero	75	1 50
■ Berserk	30 00	40 00
■ Birds of Paradise	10 00	15 00
■ Black Knight	3 25	4 00
■ Black Lotus	200 00	250 00
■ Black Vise	2 50	3 50
■ Black Ward	75	1 50
■ Blaze of Glory	45 00	65 00
■ Blessing	7 00	10 00
■ Blue Elemental Blast	75	1 50
■ Blue Ward	75	1 50
■ Boon Wraith	2 25	3 00



Braingeyser	15.00	20.00
Burrowing	1.25	2.00
Camouflage	12.00	18.00
Castle	3.25	4.00
Celestial Prism	1.25	2.00
Channel	1.25	2.00
Chaos Orb	95.00	100.00
Chaoslore	3.25	4.00
Circle of Protection: Black	75	1.50
Circle of Protection: Blue	75	1.50
Circle of Protection: Green	75	1.50
Circle of Protection: Red	75	1.50
Circle of Protection: White	75	1.50
Clone	10.00	15.00
Clockwork Beast	5.00	8.00
Cockatrice	10.00	15.00
Consecrate Land	8.00	12.00
Conservator	75	1.50
Contact from Below	6.00	10.00
Control Magic	3.25	4.00
Conversion	3.25	4.00
Copper Tablet	10.00	15.00
Copy Artifact	8.00	12.00
Counterspell	2.50	3.50
Craw Worm	75	1.50
Creature Bond	75	1.50
Crusade	7.00	10.00
Crystal Rod	75	1.50
Cursed Land	75	1.50
Cyclopean Tomb	70.00	110.00
Dark Ritual	75	1.50
Darkpact	5.00	8.00
Death Ward	75	1.50
Deathgrip	1.25	2.00
Deathlace	3.25	4.00
Demonic Attorney	7.00	10.00
Demonic Hordes	18.00	25.00
Demonic Tutor	10.00	15.00
Dingus Egg	6.00	10.00
Disenchant	75	1.50
Disintegrate	75	1.50
Disrupting Scepter	5.00	8.00
Dragon Whelp	3.25	4.00
Drain Life	75	1.50
Drain Power	6.00	10.00
Drudge Skeletons	75	1.50
Dwarven Demolition Team	12.00	18.00
Dwarven Warriors	75	1.50
Earth Elemental	3.25	4.00
Earthbind	1.50	2.50
Earthquake	5.00	8.00
Elysis Archers	4.00	6.00
Evil Presence	1.25	2.00
False Orders	5.00	8.00
Farmstead	8.00	12.00
Fastbond	10.00	15.00
Fear	75	1.50
Feedback	75	1.50
Fire Elemental	2.25	3.00
Fireball	75	1.50
Firebreathing	75	1.50
Flashfire	1.25	2.00
Flight	75	1.50
Fog	75	1.50
Force of Nature	15.00	20.00
Forcefield	90.00	150.00
Forest	20	40
Fork	30.00	40.00
Frozen Shade	75	1.50
Fungusaur	5.00	8.00
Gaea's Liege	12.00	18.00
Gauntlet of Might	110.00	150.00
Giant Growth	75	1.50
Giant Spider	75	1.50
Glasses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	12.00	18.00
Granite Gargoyle	15.00	20.00
Gray Ogre	75	1.50
Green Ward	75	1.50
Grizzly Bears	75	1.50
Guardian Angel	1.50	2.50
Healing Salve	75	1.50
Helm of Chutzak	5.00	8.00
Hill Giant	75	1.50
Hive, The	7.00	10.00
Holy Armor	75	1.50
Holy Strength	75	1.50
Howl from Beyond	75	1.50
Hawling Mine	8.00	10.00
Hurloon Mator	75	1.50
Hurricane	1.25	2.00
Hypnotic Specter	3.25	4.00
Ice Storm	15.00	20.00
Icy Manipulator	30.00	50.00
Illusionary Mask	50.00	75.00
Insill Energy	1.25	2.00

Invincibility	8.00	12.00
Iron Star	75	1.50
Ironwood Orcs	75	1.50
Island Treefolk	75	1.50
Island (Dark Blue Sky)	30	60
Island	20	40
Island Sanctuary	6.00	10.00
Ivory Cup	75	1.50
Jade Monolith	3.25	4.00
Jade Statue	15.00	20.00
Jayemdae Tome	5.00	8.00
Juggernaut	8.00	12.00
Jump	75	1.50
Karma	1.50	2.50
Keldon Warlord	3.25	4.00
Kormus Ball	4.00	6.00
Kudzu	8.00	12.00
Lance	2.25	3.00
Ley Druid	1.25	2.00
Library of Leng	1.25	2.00
Lich	60.00	80.00
Lifelink	1.25	2.00
Lifelore	3.25	4.00
Lifetap	1.25	2.00
Lightning Bolt	75	1.50
Living Artifact	6.00	10.00
Living Lands	4.00	6.00
Living Wall	2.50	3.50
Ulanowar Elves	75	1.50
Lord of Atlantis	10.00	15.00
Lord of the Pit	12.00	18.00
Lure	1.25	2.00
Magical Hack	8.00	12.00
Mahamut Dyno	10.00	15.00
Manebats	4.00	6.00
Mana Flare	7.00	10.00
Mana Short	4.00	6.00
Mana Vault	4.00	6.00
Meekstone	5.00	8.00
Merfolk of the Pearl Trident	75	1.50
Mesa Pegasus	75	1.50
Mind Twist	6.00	10.00
Moss's Goblin Raiders	75	1.50
Mountain	20	40
Max Emerald	125.00	175.00
Max Jet	125.00	175.00
Max Pearl	125.00	175.00
Max Ruby	125.00	175.00
Max Sapphire	125.00	175.00
Natural Selection	40.00	50.00
Nether Shadow	6.00	10.00
Nerthing Imp	5.00	8.00
Nevynna's Disk	5.00	8.00
Nightmare	18.00	25.00
Northern Paladin	12.00	18.00
Obscurus Golem	1.25	2.00
Orchard Artillery	75	1.50
Orchard Artillery	3.25	4.00
Paralyze	75	1.50
Pearded Unicorn	75	1.50
Personal Information	8.00	12.00
Pestilence	75	1.50
Phantasmal Forces	1.25	2.00
Phantasmal Terrain	1.25	2.00
Phantom Monster	1.25	2.00
Pirate Ship	4.00	6.00
Plague Rats	75	1.50
Plains	20	40
Plateau	35.00	50.00
Power Leak	75	1.50
Power Sink	75	1.50
Power Surge	6.00	10.00
Psionic Warframe	75	1.50
Psionic Blast	15.00	20.00
Psychic Venom	75	1.50
Purloine	3.25	4.00
Raging River	45.00	60.00
Raise Dead	75	1.50
Red Elemental Blast	75	1.50
Red Ward	75	1.50
Regeneration	75	1.50
Regrowth	6.00	10.00
Resurrection	3.25	4.00
Reverse Damage	8.00	12.00
Righteousness	7.00	10.00
Roc of Kher Ridges	12.00	18.00
Rock Hydra	20.00	30.00
Rod of Ruin	1.25	2.00
Royal Assassin	20.00	30.00
Sacrifice	2.50	3.50
Sandstone Healer	75	1.50
Savannah	20.00	30.00
Savannah Lions	5.00	8.00
Scathe Zombies	75	1.50
Scavenging Ghoul	1.25	2.00
Scrubland	20.00	30.00
Seraph's Spirit	75	1.50
Sea Serpent	75	1.50

Sedge Troll	12.00	15.00
Senge Vampire	5.00	8.00
Serra Angel	8.00	12.00
Shard of the Sun	75	1.50
Shatter	75	1.50
Silvan Dragon	20.00	30.00
Sinister	1.25	2.00
Sinister	7.00	10.00
Sinister's Call	2.25	3.00
Slaughter of Mind	5.00	8.00
Snake	4.00	6.00
Sol Ring	8.00	10.00
Soul War	1.25	2.00
Spell Blast	75	1.50
Spells	5.00	8.00
Steel Artifact	1.25	2.00

WBO: The Wild	8.00	12.00
Winter Orb	5.00	8.00
Wizard of the Sea	75	1.50
Word of Command	65.00	90.00
Wrathful God	7.00	10.00
Zombie Master	6.00	10.00

# UNLIMITED EDITION

Cards are white-bordered, but otherwise identical to Beta cards		
Full Set (300)	\$1,400.00	1,800.00
Starter Deck (60 cards)	125.00	150.00
Starter Box (2 decks)	1,200.00	1,500.00
Booster Pack (14 cards)	45.00	60.00
Booster Box (36 packs)	1,600.00	2,000.00



## TOP TEN HOTTEST CARDS

**Deflection**  
*Blue not as all-around useful as a myriad of Counterspell (though one annoyingly Deflection still kind of is. For four mana, you can reduce a single target spell to any other legal target.*

1. Deflection	1.50	2.50
2. Counterspell	50.00	70.00
3. Animate Dead	75	2.00
4. Animate Dead	1.25	2.00
5. Animate Dead	3.25	4.00
6. Animate Dead	3.50	5.00
7. Animate Dead	5.00	8.00
8. Animate Dead	5.00	8.00
9. Animate Dead	5.00	8.00
10. Animate Dead	5.00	8.00

1. Air Elemental	1.50	2.50
2. Air Elemental	50.00	70.00
3. Air Elemental	75	2.00
4. Air Elemental	1.25	2.00
5. Air Elemental	3.25	4.00
6. Air Elemental	3.50	5.00
7. Air Elemental	5.00	8.00
8. Air Elemental	5.00	8.00
9. Air Elemental	5.00	8.00
10. Air Elemental	5.00	8.00



price guide

Fastbond	8.00	12.00
Fear	1.25	2.00
Feedback	1.25	2.00
Fire Elemental	1.25	2.00
Fireball	1.25	2.00
Firebreathing	1.25	2.00
Flashfires	1.25	2.00
Flight	1.25	2.00
Fog	1.25	2.00
Force of Nature	10.00	15.00
Forcefield	60.00	90.00
Forest	10	25
Fork	20.00	30.00
Frozen Shade	1.25	2.00
Fungusaur	5.00	8.00
Gaea's Breeze	10.00	15.00
Gauntlet of Might	70.00	100.00
Giant Growth	1.25	2.00
Giant Spider	1.25	2.00
Glasses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	10.00	15.00
Granite Gargyle	10.00	15.00
Gray Ogre	1.25	2.00
Green Ward	1.25	2.00
Grazzly Bears	1.25	2.00
Guardian Angel	1.25	2.00
Healing Salve	1.25	2.00
Helm of Chortak	4.00	6.00
Hill Giant	1.25	2.00
Hive, The	5.00	8.00
Holy Armor	1.25	2.00
Holy Strength	1.25	2.00
Howl from Beyond	1.25	2.00
Howling Mine	7.00	10.00
Hurlion Minotaur	1.25	2.00
Humane	1.25	2.00
Hypnotic Specter	2.50	3.50
Ice Storm	10.00	15.00
Key Manipulator	18.00	30.00
Illusionary Mask	30.00	45.00
Instill Energy	1.25	2.00
Invisibility	5.00	8.00
Iron Star	1.25	2.00
Ironclaw Orcs	.35	.75
Innarat Treefolk	1.25	2.00
Island (Dark Blue Sky)	.15	.30
Island	.10	.25
Island Sanctuary	5.00	8.00
Ivory Cup	1.25	2.00
Jade Monolith	2.50	3.50
Jade Statue	10.00	15.00
Jayemdae Tome	4.00	6.00
Juggernaut	6.00	10.00
Jump	1.25	2.00
Karma	1.25	2.00
Keldon Warlord	2.50	3.50
Kormus Bell	3.50	5.00
Kudzu	6.00	10.00
Lance	1.25	2.00
Ley Druid	1.25	2.00
Library of Leng	1.25	2.00
Lich	40.00	60.00
Lifeforce	1.25	2.00
Lifeface	2.50	3.50
Lifetap	1.25	2.00
Lightning Bolt	1.25	2.00
Living Artifact	5.00	8.00
Living Lands	3.50	5.00
Living Wall	2.25	3.00
Living Water Elves	1.25	2.00
Lord of Atlatls	8.00	12.00
Lord of the Pit	10.00	15.00
Lure	1.25	2.00
Magical Hack	7.00	10.00
Mahamoti Djinn	7.00	10.00
Mana Flore	5.00	8.00
Mana Short	3.50	5.00
Mana Vault	3.50	5.00
Manabarb	3.50	5.00
Meekstone	4.00	6.00
Merfolk of the Pearl Trident	1.25	2.00
Mesa Pegasus	1.25	2.00
Mind Twist	4.00	6.00
Monk's Goblin Riders	1.25	2.00

Mountain	10	25	Vesuvius Doppelganger	20.00	35.00
Max Emerald	100.00	125.00	Veteran Bodyguard	10.00	15.00
Max Jet	100.00	125.00	Volcanic Emphos	5.00	8.00
Max Pearl	100.00	125.00	Volcanic Island	20.00	30.00
Max Ruby	100.00	125.00	Wall of Air	1.25	2.00
Max Sapphire	100.00	125.00	Wall of Bone	1.25	2.00
Natural Selection	30.00	40.00	Wall of Brambles	1.25	2.00
Nether Shadow	4.00	6.00	Wall of Fire	1.25	2.00
Nothing Imp	4.00	6.00	Wall of Ice	1.25	2.00
Neonmyr's Disk	4.00	6.00	Wall of Stone	1.25	2.00
Nightmare	12.00	18.00	Wall of Swords	2.25	3.00
Northern Paladin	12.00	18.00	Wall of Water	1.25	2.00
Obscure Golem	1.25	2.00	Wall of Wood	1.25	2.00
Orkish Artillery	75	150	Wanderlust	1.25	2.00
Orkish Onflamme	2.50	3.50	War Mammoth	1.25	2.00
Paralyze	1.25	2.00	Warp Artifact	4.00	6.00
Pearded Unicorn	1.25	2.00	Water Elemental	1.25	2.00
Personal Incarnation	6.00	10.00	Weakness	1.25	2.00
Pestilence	1.25	2.00	Web	4.00	6.00
Phantomal Forces	1.25	2.00	Wheel of Fortune	10.00	15.00
Phantomal Terrain	1.25	2.00	White Knight	2.50	3.50
Phantom Monster	1.50	2.50	White Ward	1.25	2.00
Pirate Ship	2.50	3.50	Wild Growth	1.25	2.00
Plague Rats	1.25	2.00	Will-O'-The-Wisp	7.00	10.00
Plans	10	25	Winter Orb	4.00	6.00
Plateau	18.00	30.00	Wooden Sphere	1.25	2.00
Power Leak	1.25	2.00	Word of Command	40.00	60.00
Power Sink	1.25	2.00	Wrath of God	6.00	10.00
Power Surge	1.25	8.00	Zombie Master	5.00	8.00

**REVISED EDITION**

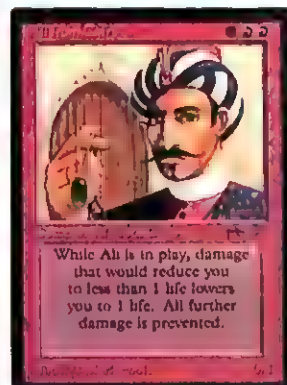
WIZARDS OF THE COAST 1993

Cards are white-bordered and are nearly identical to the Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards)	..... \$300.00	... 500.00
Starter Deck (60 cards)	..... 10.00	... 15.00
Starter Box (10 decks)	..... 100.00	... 150.00
Booster Pack (15 cards)	..... 3.25	... 5.00
Booster Box (36 packs)	..... 110.00	... 175.00

Air Elemental	1.25	2.00
Aladdin's Lamp	3.25	4.00
Aladdin's Ring	3.50	5.00
Animate Artifact	.75	1.50
Animate Dead	.75	1.50
Animate Wall	2.50	3.50
Ankh of Mishra	2.50	3.50
Armageddon	4.00	6.00
Armageddon Clock	2.50	3.50
Aspect of Wolf	3.50	5.00
Atog	1.00	1.75
Bad Moon	4.00	6.00
Badlands	12.00	20.00
Balance	3.50	5.00
Basalt Monolith	1.50	2.50
Bayou	12.00	20.00
Benalish Hero	.35	.75
Birds of Paradise	6.00	10.00
Black Knight	1.50	2.50
Black Vise	1.25	2.00
Black Ward	.35	.75
Blessing	3.50	5.00
Blue Elemental Blast	.35	.75
Blue Ward	.35	.75
Bog Wraith	1.25	2.00
Bottle of Suleiman	3.25	4.00
Brongeyser	10.00	15.00
Brass Man	.75	1.50
Burrowing	.75	1.50
Castle	1.50	2.50
Celestial Prism	.75	1.50
Channel	.75	1.50
Chooselace	.35	.75
Circle of Protection: Black	.35	.75
Circle of Protection: Blue	.35	.75
Circle of Protection: Green	.35	.75
Circle of Protection: Red	.35	.75
Circle of Protection: White	.35	.75
Clockwork Beast	3.25	4.00
Clone	7.00	10.00
Clockatrice	6.00	10.00
Conservator	.35	.75
Contract from Below	3.50	5.00
Control Magic	2.25	3.00
Conversion	1.50	2.50
Copy Artifact	5.00	8.00
Counterspell	1.25	2.00
Creature Bond	.35	.75
Crusade	4.00	6.00
Cursed Land	.35	.75
Crow Wurm	.35	.75
Crumble	.35	.75
Crystal Rod	.35	.75
Dancing Scimitar	3.25	4.00
Dark Ritual	.35	.75
Deathtide	3.50	5.00

Death Ward	.35	.75
Deathgrip	.75	1.50
Deathpact	2.25	3.00
Demonic Attorney	4.00	6.00
Demonic Hordes	12.00	15.00
Demonic Tutor	7.00	10.00
Desert Twister	1.50	2.50
Dingus Gun	4.00	6.00
Disentail	.35	.75
Disintegrate	.35	.75
Disrupting Scepter	3.25	4.00
Dragon Engine	1.25	2.00
Dragon Whelp	2.25	3.00
Dragon Life	.35	.75
Dragon Power	4.00	6.00
Dudge Skeletons	.35	.75
Dwaven Warriors	.35	.75
Dwaven Weaponsmith	1.50	2.50
Earth Elemental	1.50	2.50
Earthbind	.75	1.50
Earthquake	3.50	5.00
Ebony Horse	2.50	3.50
EH-Hajji	3.50	5.00



## TOP TEN HOTTEST CARDS

8) All from Cairo


This card is nuts. You see, while Ali is in play, you cannot go below one life. Guaranteed to get an "Oh, crap" from your opponent when brought into play.

Elvish Archers	3	25	4	00
Energy Flux		75		1.50
Erg Raiders		35		75
Evil Presence		75		1.50
Eye for an Eye		3	50	5.00
Farmstead		5	00	8.00
Fastbond		7	00	10.00
Fear		35		.75
Feedback		35		.75
Fire Elemental		1	25	2.00
Fireball		35		.75
Firebreathing		35		.75
Flashfires		75		1.50
Flight		35		.75
Flying Carpet		3	50	5.00
Fog		35		.75
Force of Nature		8	00	12.00
Forest			05	.10
Fork		15	00	25.00
Frozen Shade			35	.75
Fungusaur		4	00	6.00
Goat's Siega		8	00	12.00
Giant Growth			35	.75
Giant Spider			35	.75
Glasses of Urza		75		1.50
Gloom			75	1.50
Goblin Balloon Brigade			75	1.50
Goblin King			7.00	10.00
Granite Gargoyle		7	00	10.00
Gray Ogre			35	.75
Green Ward			35	.75
Grizzly Bears			35	.75
Guardian Angel			75	1.50
Healing Salve			35	.75
Helm of Chutzak		3	25	4.00
Hill Giant			35	.75
Hive, The		4	00	6.00
Holy Armor			35	.75
Holy Strength			35	.75
Howl from Beyond			35	.75
Howling Mine		5	00	8.00
Kurky's Recall		3	50	5.00
Barloton Minutaur			35	.75
Humane			75	1.50



Hypnotic Specter	2.25	3.00
Instill Energy	.75	1.50
Iron Star	.35	.75
Ironroot Treefolk	.35	.75
Island	.05	.10
Island Fish Jascarius	3.50	5.00
Island Sanctuary	3.50	5.00
Ivory Cup	.35	.75
Ivory Tower	4.00	6.00
Jade Monolith	1.50	2.50
Jandor's Ring	5.00	8.00
Jandor's Saddlebags	2.50	3.50
Jaymeade Tome	3.25	4.00
Juggernaut	5.00	8.00
Jump	.35	.75
Karma	.75	1.50
Keldon Warlord	1.50	2.50
Kid Ape	.75	1.50
Kormus Bell	2.50	3.50
Kudzu	4.00	6.00
Lance	1.25	2.00
Ley Druid	.75	1.50
Library of Leng	.75	1.50
Lifeforce	.75	1.50
Lifeforce	2.25	3.00
Lifelap	.75	1.50
Lightning Bolt	.35	.75
Living Artifact	3.50	5.00
Living Lands	3.25	4.00
Living Well	1.50	2.50
Ungowar Elves	.35	.75
Lord of Atlantis	5.00	8.00
Lord of the Pit	8.00	12.00
Lure	.75	1.50
Magical Hack	5.00	8.00
Magnetic Mountain	2.50	3.50
Mahomoti Djinn	5.00	8.00
Mana Flare	4.00	6.00
Mana Shard	3.50	5.00
Mana Vault	3.25	4.00
Managorbs	3.25	4.00
Meekstone	3.50	5.00
Merfolk of the Pearl Trident	.35	.75
Mesa Pegasus	.35	.75
Mjoea Djinn	4.00	6.00
Millstone	2.50	3.50
Mind Twist	3.50	5.00
Mishra's War Machine	3.25	4.00
Moss's Goblin Raiders	.35	.75
Mountain	.05	.10
Nether Shadow	3.50	5.00
Netfing Imp	3.25	4.00
Nevinyrral's Disk	3.50	5.00
Nightmare	10.00	15.00
Northern Paladin	8.00	12.00
Obscure Golem	.75	1.50
Onulet	1.50	2.50
Orchid Artillery	.75	1.50
Orchid Oriflame	2.25	3.00
Ornithopter	.75	1.50
Paralyze	.35	.75
Pearled Unicorn	.35	.75
Personal Information	5.00	8.00
Pestilence	.35	.75
Phantasmal Forces	.75	1.50
Phantasmal Tentin	.35	.75
Phantom Monster	.75	1.50
Pirate Ship	2.25	3.00
Plague Rats	.35	.75
Plans	.05	.10
Ploteau	12.00	20.00
Power Leak	.35	.75
Power Sink	.35	.75
Power Surge	3.50	5.00
Primal Clay	2.50	3.50
Prodigal Sorcerer	.35	.75
Psychic Venom	.35	.75
Puriface	2.25	3.00
Rack, The	1.25	2.00
Raise Dead	.35	.75
Reconstruction	.75	1.50
Red Elemental Blast	.35	.75
Red Ward	.35	.75
Regeneration	.35	.75
Regrowth	3.50	5.00
Resurrection	2.25	3.00
Reverse Damage	5.00	8.00
Reverse Polarity	.75	1.50
Righteousness	4.00	6.00
Rox of Kher Ridges	8.00	12.00
Rock Hydra	12.00	18.00
Rocket Launcher	4.00	6.00
Rod of Ruin	.75	1.50
Royal Assassin	12.00	18.00
Sacrifice	1.50	2.50
Samite Header	.35	.75
Savannah	12.00	20.00
Savannah Lions	3.50	5.00

Scathe Zombies	.....	35	.....	75
Savenging Ghoul	.....	75	.....	150

Darker creatures are trained in the arts of stealth, the sword, assassin's techniques, and poisons rather than brute force.

### TOP TEN HOTTEST CARDS

#### 7) Royal Assassin

Some creature's special abilities are better than others. Some pay for a point, some make cute little creature tokens, and some, like the Royal Assassin, tap to kill any tapped creature! No wonder this card's hot.

■ Scrubland	12.00	20.00
■ Scribe Spikes	.35	.75
■ Sea Serpent	.35	.75
■ Sedge Troll	8.00	12.00
■ Sengir Vampire	3.50	5.00
■ Serenibid Effect	10.00	15.00
□ Semi Angel	5.00	8.00
■ Shenando Dryads	.35	.75
■ Shimmer	.35	.75
■ Shatterslam	4.00	6.00
■ Shivan Dragon	12.00	18.00
■ Simulacrum	.75	1.50
■ Siren's Call	1.25	2.00
■ Sleight of Mind	3.50	5.00
■ Smoke	3.25	4.00
■ Sol Ring	5.00	8.00
■ Sorceress Queen	5.00	8.00
■ Soul Net	.75	1.50
■ Spell Blast	.35	.75
■ Stars	3.25	4.00
■ Steel Anvil	.75	1.50
■ Stone Giant	.75	1.50
■ Stone Rain	.95	1.50
■ Stream of Life	.95	1.50
■ Sunglasses of Uluru	3.25	4.00
■ Swords	.05	.10
□ Swords to Plowshares	1.25	2.00
■ Targa	12.00	20.00
■ Terror	.95	1.50
■ Theft of Blood	2.25	3.00
■ Thoughtcane	.35	.75
■ Throne of Bone	2.25	3.00
■ Timber Wolves	3.25	4.00
■ Titanic's Song	2.50	3.25
■ Tranquility	.35	.75
■ Treachery Island	.35	.75
■ Triclops	.35	.75
■ Umlaut	.35	.75
■ Undying Heart Sage	.35	.75
■ Unlabeled	.35	.75
■ Unsummon	.35	.75
■ Urushin Trail	1.50	2.50
■ Verduran Enchantress	4.00	6.00
■ Verusian Doppelgangster	18.00	25.00
■ Vindicator Bodyguard	8.00	12.00
■ Volcanic Engine	4.00	6.00
■ Volcanic Island	12.00	20.00
■ Wall of Air	.75	1.50
■ Wall of Bones	.75	1.50
■ Wall of Brambles	.75	1.50
■ Wall of Fire	.75	1.50
■ Wall of Ice	.75	1.50
■ Wall of Stone	.75	1.50
■ Wall of Swords	1.50	2.50
■ Wall of Water	.35	.75
■ Wall of Wood	.35	.75
■ Wanderlust	.75	1.50
■ Was Wormoth	.35	.75
■ Warp Artifact	3.25	4.00
■ Water Elemental	1.25	2.00
■ Weakness	.35	.75
■ Web	3.25	4.00



## TOP TEN HOTTEST CARDS

## 7) Royal Assassin

Some creature's special abilities are better than others. Some pay for a point, some make cute little creature tokens, and some, like the Royal Assassin, tag to kill any tagged creature!! No wonder this card's hot.

Wheel of Fortune	8.00	12.00
White Knight	1.50	2.75
White Ward	.35	.75
Wild Growth	.35	.75
Wild West	5.00	9.00
Winter On	3.25	4.00
Wonder Sphere	.35	.75
Wonders of God	4.00	6.00
Zombie Master	4.00	6.00

## FOURTH EDITION

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set 374 cards	\$249.00	350.00
Starter Deck 60 cards	5.00	12.00
Starter Box (10 decks)	75.00	100.00
Booster Pack 1 sample	2.50	3.50
Monster Box (36 packs)	85.00	110.00

Absolution	2.25	3.00
Acid Rain	.75	.50
Admiral's Baton	.75	.75
Aladdin's Lamp	2.50	3.50
Alchemist's Ring	1.25	4.00
All Bats	3.25	4.00
Amulet of Power	.75	.75
Amulet of Troop	.15	.35
Angry Mob	1.50	2.50
Animate Dead	.35	.75
Animate Dead	.35	.75
Animate Wall	2.25	3.00
Ankh of Nichea	2.25	3.00
Apocalypse Word	.75	.75
Armageddon	3.50	5.00
Armageddon Tank	2.50	3.50
Ashe to Ashe	.35	.75
Ashod's Battle Gear	1.50	2.50
Aspect of Wolf	3.50	5.00
Bachfire	1.50	2.50
Bad Moon	3.50	5.00
Banana	3.25	4.00
Bolt Lightning	4.00	6.00
Bothering Rain	.15	.35
Benelish Hero	.35	.75
Bird Maiden	.60	1.00
Birds of Paradise	5.00	8.00
Black Lamb	1.25	2.00
Black Mono Battery	3.50	5.00
Black Vase	.75	1.50
Black Ward	.35	.75
Blessing	2.50	3.50
Night	1.50	2.50
Blue Lust	.60	1.00
Blue Hammer Blast	.35	.75
Blue Magic Battery	3.50	5.00
Blue Ward	.35	.75
Rice Iron	.35	.75
Sac Wraith	.75	1.50
Battle of Submarine	2.50	3.50
Brownward	.15	.35
Burst Map	.60	1.00
Bronze Tablet	2.50	3.50
Brothers of Fate	.60	1.00
Brute Ties	.35	.75
Summoning	.75	1.50
Carnivorous Plant	.15	.35
Carnival Item	5.00	8.00
Catle	1.25	2.00
Cave People	1.25	2.00
Celestial Prism	.60	.75
Normal	.35	.75
Reindeer	1.50	2.50
Circle of Protection Artifact	1.50	5.00
Circle of Protection Black	.35	.75
Circle of Protection Blue	.35	.75
Circle of Protection Green	.35	.75
Circle of Protection White	.35	.75
Circle of Protection Yellow	.35	.75
Clay Statue	4.00	6.00
Claywork Bow	2.50	3.50
Claywork Bow	4.00	6.00
Claystone	4.00	6.00
Colours of Heaven	4.00	8.00
Compassion	.60	1.00
Control Magic	1.50	2.50
Conversion	.75	2.00
Coral Mask	2.50	3.50
Cornucopia	3.50	5.00
Courtyard	.75	1.50
Cave Woman	.35	.75
Crystalline Band	.35	.75
Cryptic Wandcase	2.50	3.50
Crystal	.35	.75
Cybernetics	4.00	6.00
Cyber Rod	.60	1.00
Cyber Soul	.35	.75

[illegible]



Jump	35	75
Jump Ereet	4.00	6.00
Karma	75	1.50
Keldon Warlord	1.50	2.50
Killer Boes	5.00	8.00
Kismet	3.50	5.00
Kormus Bell	2.25	3.00
Land Leeches	15	35
Land Tax	2.25	3.00
Leviathan	2.50	3.50
Ley Druid	75	1.50
Library of Leng	60	1.00
Lifeforce	75	1.50
Lifeface	1.50	2.50
Lifetap	75	1.50
Lightning Bolt	35	75
Living Artifact	2.50	3.50
Living Lands	2.50	3.50
Ulanowar Elves	35	75



## TOP TEN HOTTEST CARDS

### 6) Vesuvan Doppelganger

Ever go up against an opponent who's playing awesome "freakin'" creatures that you don't even own? Then the card mimicking Vesuvan Doppelganger is the woman for you!

Lord of Atlantis	4.00	6.00
Lord of the Pit	7.00	10.00
Last Soul	15	35
Lure	75	1.50
Magical Hack	4.00	6.00
Magnetic Mountain	2.25	3.00
Mahamou Djinn	4.00	6.00
Mana Clash	1.50	2.50
Mana Flare	3.50	5.00
Mana Short	3.25	4.00
Mana Vault	2.50	3.50
Maneborbs	2.50	3.50
Marsh Gas	15	35
Marsh Viper	15	35
Meekstone	3.25	4.00
Merfolk of the Pearl Trident	35	75
Mesa Pegasus	35	75
Millstone	2.25	3.00
Mind Bomb	1.50	2.50
Mind Twist	3.25	4.00
Mishra's Factory	3.25	4.00
Mishra's War Machine	2.50	3.50
Moss' Goblin Raiders	35	75
Morale	15	35
Mountain	05	10
Murk Dwellers	15	35
Naf's Asp	35	75
Nether Shadow	3.25	4.00
Nevinyrral's Disk	3.25	4.00
Nightmare	8.00	12.00
Northern Paladin	6.00	10.00
Oasis	2.25	3.00
Obsidian Golem	75	1.50
Onulet	75	1.50
Orkish Artillery	75	1.50
Orkish Orlamma	1.50	2.50
Ornithopter	35	75

Osai Vultures	15	35
Paralyze	35	75
Pearled Unicorn	35	75
Personal Incarnation	4.00	6.00
Pestilence	35	75
Phantasmal Forces	75	1.50
Phantasmal Terrain	35	75
Phantom Monster	75	1.50
Pirate Ship	3.25	4.00
Piety	35	75
Pikemen	15	35
Pit Scorpion	15	35
Plague Rats	35	75
Plains	05	10
Power Leak	35	75
Power Sink	35	75
Power Surge	2.50	3.50
Pradesh Gryps	35	75
Primal Clay	2.25	3.00
Prodigious Sorcerer	35	75
Psionic Entity	3.50	5.00
Psychic Venom	35	75
Purelace	1.50	2.50
Pyrotechnics	1.25	2.00
Rack, The	75	1.50
Radigan Spirit	2.25	3.00
Rag Man	2.50	3.50
Raise Dead	35	75
Rebirth	2.50	3.50
Red Elemental Blast	35	75
Red Mana Battery	3.50	5.00
Red Ward	35	75
Regeneration	35	75
Relic Bird	3.25	4.00
Reverse Damage	4.00	6.00
Righteousness	3.50	5.00
Rod of Ruin	75	1.50
Royal Assassin	10.00	15.00
Samite Healer	35	75
Sandstorm	35	75
Sovereign Lens	3.25	4.00
Scathe Zombies	35	75
Scavenging Ghoul	75	1.50
Scry Spites	35	75
Sea Serpent	35	75
Seeker	35	75
Seagrain Levitation	1.25	2.00
Seagrass Vampire	3.25	4.00
Serra Angel	4.00	6.00
Shogard Dryads	35	75
Shapeshifter	3.50	5.00
Shatter	35	75
Shivan Dragon	12.00	15.00
Simulacrum	35	75
Sinbad	2.50	3.50
Siren's Call	75	1.50
Sisters of the Flame	35	75
Slaughter of Mind	3.50	5.00
Smoke	2.50	3.50
Sorceress Queen	4.00	6.00
Soul Wet	35	75
Spell Blast	35	75
Spirit Link	4.00	6.00
Spirit Shackle	75	1.50
Stages	2.50	3.50
Steal Artifact	75	1.50
Stone Giant	75	1.50
Stone Rain	35	75
Stream of Life	35	75
Strip Mine	2.50	3.50
Sunglasses of Urza	2.25	3.00
Sunken City	15	35
Swamp	05	10
Swords to Plowshares	75	1.50
Sylvan Library	5.00	8.00
Tamnos's Wand	1.25	2.00
Tamnos's Weaponry	1.25	2.00
Tempest Ereet	3.25	4.00
Terror	35	75
Tetravus	4.00	6.00
Thicket Basilisk	1.50	2.50
Thoughtplace	1.50	2.50
Tragic of Bone	60	1.00
Timber Wolves	3.25	4.00
Time Elemental	7.00	10.00
Triana's Song	2.25	3.00
Tranquility	35	75
Triskelion	4.00	6.00
Tsunami	75	1.50
Tundra Wolves	35	75
Tunnel	35	75
Twisted	75	1.50
Uncle Iwan	1.50	2.50
Unholy Strength	35	75
Unstable Mutation	35	75
Unsummon	35	75
Untamed Wilds	1.25	2.00
Urza's Avenger	4.00	6.00

Uthden Troll	1.25	2.00
Vampire Bats	15	35
Venom	15	35
Verduran Enchantress	3.50	5.00
Visions	1.50	2.50
Volcanic Eruption	3.25	4.00
Wall of Air	35	75
Wall of Bone	75	1.50
Wall of Brambles	75	1.50
Wall of Dust	1.50	2.50
Wall of Fire	75	1.50
Wall of Ice	35	75
Wall of Spears	60	1.00
Wall of Stone	75	1.50
Wall of Swords	1.25	2.00
Wall of Water	35	75
Wall of Wood	35	75
Wanderlust	75	1.50
War Mammoth	35	75
Warp Artifact	2.50	3.50
Water Elemental	75	1.50
Weakness	35	75
Web	2.50	3.50
Whirling Dervish	3.25	4.00
White Knight	1.25	2.00
White Mana Battery	3.50	5.00
White Ward	35	75
Wild Growth	35	75
Winds of Change	4.00	6.00
Will-O'-The-Wisp	4.00	6.00
Winter Blast	2.50	3.50
Winter Orb	2.50	3.50
Wooden Sphere	35	75
Word of Binding	15	35
Wrath of God	4.00	6.00
Xenic Poltergeist	1.25	2.00
Yotian Soldier	35	75
Zephyr Falcon	35	75
Zombie Master	3.50	5.00

## ARABIAN NIGHTS

WIZARDS OF THE COAST 1994

Full Set (78 cards)	\$550.00	750.00
Booster Pack (8 cards)	50.00	70.00
Booster Box (60 packs)	3,000.00	4,200.00

Abu Ja'far	12.00	18.00
Aladdin	20.00	30.00
Aladdin's Lamp	4.00	6.00
Aladdin's Ring	6.00	10.00
Ali Baba	5.00	8.00
Ali from Cairo	50.00	75.00
Army of Allah	3.50	5.00
Bazaar of Baghdad	12.00	15.00
Bird Maiden	75	1.50
Bottle of Suleiman	6.00	10.00
Brass Man	1.25	2.00
Camel	2.25	3.00
City in a Bottle	15.00	20.00
City of Brass	25.00	35.00
Cuumbaji Witches	3.25	4.00
Cyclone	8.00	12.00
Dancing Scimitar	5.00	8.00
Danadon	2.50	3.50
Desert	4.00	6.00
Desert Nomads	2.50	3.50
Desert Twister	2.50	3.50
Diamond Valley	35.00	45.00
Drop of Honey	20.00	30.00
Ebony Horse	4.00	6.00
EHajaji	6.00	10.00
Elephant Graveyard	20.00	30.00
Erg Raiders	75	1.50
Ertahan Djinn	18.00	25.00
Eye for an Eye	6.00	10.00
Fishwater Oil	2.25	3.00
Flying Carpet	6.00	10.00
Flying Men	3.25	4.00
Gharban Ogre	2.25	3.00
Giant Tortoise	75	1.50
Guardian Beast	40.00	60.00
Harstan Ogress	1.50	2.50
Horn Jackal	2.25	3.00
Hubbaf Ereet	15.00	20.00
Island Fish Jascopus	6.00	10.00
Island of Wak-Wak	25.00	35.00
Jandar's Ring	5.00	8.00
Jandar's Saddlebags	6.00	10.00
Jawwad Bird	8.00	10.00
Jihad	25.00	35.00
Junon Ereet	8.00	12.00
Juzam Djinn	35.00	60.00
Khabal Ghoul	25.00	35.00
King Suleiman	12.00	18.00
Kud Apo	3.50	5.00
Library of Alexandria	25.00	35.00
Magnetic Mountain	4.00	6.00

Merchant Ship	7.00	10.00
Metamorphosis	2.25	3.00
Mijae Djinn	10.00	15.00
Moorish Cavalry	4.00	6.00
Mountain	4.00	6.00



## TOP TEN HOTTEST CARDS

### 5) Dual Lands

No depletion counters. No sipping for a point of damage. No fuss, no muss. The dual lands, which can give you either one of two colors of mana (depending on which dual it is), are the two-headed kings of mana.

Naf's Asp	75	1.50
Oasis	3.50	5.00
Old Man of the Sea	25.00	40.00
Oubliette	3.50	5.00
Piety	75	1.50
Pyramids	20.00	30.00
Repentant Blacksmith	10.00	15.00
Ring of Ma'nuf	25.00	35.00
Rukh Egg	7.00	10.00
Sandals of Abdullah	8.00	12.00
Sandstorm	75	1.50
Serendib Djinn	12.00	18.00
Serendib Ereet	12.00	18.00
Shahrazad	15.00	25.00
Sindbad	5.00	8.00
Singing Tree	25.00	35.00
Sorceress Queen	8.00	12.00
Stone-Throwing Devils	4.00	6.00
Unstable Mutation	75	1.50
War Elephant	4.00	6.00
Wyluli Wolf	4.00	6.00
Ydwen Ereet	10.00	15.00

## ANTIQUITIES

WIZARDS OF THE COAST 1994

Full Set (100 cards)	\$300.00	400.00
Booster Pack (8 cards)	12.00	18.00
Booster Box (60 packs)	700.00	900.00

Amulet of Kroq	35	75
Argivan Archaeologist	18.00	30.00
Argivan Blacksmith	75	1.50
Argothian Pixies	1.25	2.00
Argothian Treefolk	1.25	2.00
Armageddon Clock	3.50	5.00
Artifact Blast	75	1.50
Artifact Ward	75	1.50
Artifact Possession	75	1.50
Ashnod's Altar	3.50	5.00
Ashnod's Battle Gear	2.50	3.50
Ashnod's Transmogrifier	4.00	6.00
Atog	1.50	2.50
Battering Ram	35	75
Bronze Tablet	4.00	6.00
Candelabra of Tawnos	18.00	30.00
Circle of Protection: Artifact	6.00	10.00
Citadel Druid	3.25	4.00
Clay Statue	75	1.50
Clockwork Avion	8.00	12.00
Colossus of Sardia	10.00	15.00
Corral Helm	4.00	6.00
Crumble	75	1.50
Cursed Rack	2.50	3.50
Damping Field	2.50	3.50
Delonate	2.25	3.00
Drafna's Restoration	1.25	2.00
Dragon Engine	1.50	2.50
Dwarven Weaponsmith	2.25	3.00
Energy Flux	1.25	2.00
Feldon's Cane	6.00	10.00



■ Gaia's Avenger	12.00	20.00
■ Gale to Phryxian	2.50	3.50
■ Goblin Artisans	2.50	3.50
■ Golgothian Sylex	7.00	10.00
■ Grapeshot Catapult	7.50	1.50
■ Haunting Wind	2.50	3.50
■ Hurkyl's Recall	6.00	10.00
■ Ivory Tower	7.00	10.00
■ Jalum Tome	4.00	6.00
□ Martyrs of Korlis	4.00	6.00
■ Mightstone	2.50	3.50
■ Millstone	3.50	5.00
■ Mishra's Factory	3.50	5.00
■ Mishra's Fac. (Summer Pic.)	6.00	10.00
■ Mishra's War Machine	4.00	6.00
■ Mishra's Workshop	12.00	18.00
■ Obelisk of Undoing	12.00	15.00
■ Onulet	2.50	3.50
■ Orisch Mechanics	7.50	1.50
■ Ornithopter	7.50	1.50
■ Phryxian Gremlins	1.50	2.50
■ Power Artifact	3.50	5.00
■ Powerleech	3.50	5.00
■ Priest of Yawgmuth	7.50	1.50
■ Primal Clay	3.50	5.00
■ Rack, The	1.25	2.00
■ Rakatile	2.25	3.00
■ Reconstruction	1.50	2.50
□ Reverse Polarity	1.50	2.50
■ Rocket Launcher	8.00	12.00
■ Sage of Lat-Nam	7.50	1.50
■ Shapeshifter	8.00	12.00
■ Shatterstorm	5.00	8.00
■ Staff of Zegon	7.50	1.50
■ Ship Mine	3.50	5.00
■ Ship Mine (Tower)	5.00	8.00
■ Su-Chi	3.25	4.00
■ Tablet of Epiph.	.35	.75
■ Tawnos's Coffin	15.00	20.00
■ Tawnos's Wand	2.25	3.00
■ Tawnos's Weaponry	2.25	3.00
■ Tetravox	8.00	12.00
■ Tiranio's Song	4.00	6.00
■ Transmute Artifact	3.50	5.00
■ Triskellon	8.00	12.00
■ Urza's Avenger	8.00	12.00
■ Urza's Choice	.35	.75
■ Urza's Mine	2.50	3.50
■ Urza's Millter	7.00	10.00
■ Urza's Power Plant	2.50	3.50
■ Urza's Tower	3.50	5.00
■ Wall of Spears	.75	1.50
■ Weakstone	2.50	3.50
■ Xenic Poltergeist	2.50	3.50
■ Yawgmuth Demon	15.00	20.00
■ Yotian Sektler	.75	1.50

## LEGENDS

275 OF THE 1950S

Full Set (310 cards)	... \$1,100.00	... 1,400.00
Booster Pack (15 cards)	..... 25.00	... 35.00
Booster Box (36 packs)	... 900.00	1,200.00

Abomination	3.50	5.00
Abyss, The	20.00	30.00
Acid Rain	15.00	20.00
Active Volcano	.75	1.50
Adam Oakenshield	10.00	15.00
Adventures' Guildhouse	2.50	3.50
Azathi Berserker	4.00	6.00
Aisling Leapachuan	.75	1.50
Akron Legionnaire	10.00	15.00
All Hallow's Eve	20.00	30.00
Alabara's Carpet	10.00	15.00
Alabaster Pavilion	.75	1.50
Alkor's Tomb	10.00	15.00
Amrour Kihlin	.35	.75
Angelic Voices	15.00	20.00
Angus Mackenzie	12.00	18.00
Anti-Magic Aura	2.25	3.00
Athoria	4.00	6.00
Arcades Sabbath	20.00	30.00
Arena of the Ancients	8.00	12.00
Avoid Fate	.75	1.50
Axehold Gunnarsson	10.00	15.00
Aysha Tanaka	8.00	12.00
Azure Drake	4.00	6.00
Backdraft	3.50	5.00
Backfire	2.50	3.50
Barbary Apes	1.25	2.00
Barktooth Warband	3.50	5.00
Bartel Runeaxe	8.00	12.00
Beasts of Bogardan	4.00	6.00
Black Mono Battery	2.50	3.50
Blazing Effigy	.75	1.50
Blight	2.50	3.50
Blond Lust	1.25	2.00

Blue Mana Battery	2 50	3 50
Boomerang	2 75	3 00
Boris Devilborn	8 00	12 00
Bone Bag	4 00	6 00
Bronze Horse	8 00	12 00
Butte, The	75	1 50
Camon Ants	12 00	18 00
Cat Warriors	75	1 50
Cathedral of Serra	2 50	3 50
Caverns of Despair	8 00	12 00
Chain Lightning	2 75	3 00
Chairs of Mephistopheles	3 00	12 00
Chromium	25 00	35 00
Cleance	12 00	18 00
Clergy of the Holy Nimbus	35	75



## TOP TEN HOTTEST CARDS

#### 4) Fork

A 10-point **Horrors** for two red men?  
**Demonic Tutor** for two red? **Growth** for two red?  
 An **Interrail** that can make an exact duplicate of any instant or sorcery just cast.  
 Fork is a **frankenstein** monster.

Cocoon	4 00	6 00
Concordant Crossroads	12 00	18 00
Cosmic Harrier	7 00	10 00
Crow Giant	10 00	15 00
Crevasse	3 50	5 00
Crimson Kabobls	35	75
Crimson Mantlecore	5 00	8 00
Crookshank Kabobls	35	75
Cyclopean Mummy	35	75
Dakkon Blackblade	20 00	30 00
D'Avenant Archer	1 50	2 50
Darkness	75	1 50
Deadfall	3 25	4 00
Demonic Torment	4 00	6 00
Devoingur Deep	75	1 50
Dischordancy	7 00	10 00
Drizzle Intercession	8 75	10 00
Divine Offering	1 50	2 50
Device Transformation	8 00	12 00
Dream Coat	4 00	6 00
Darkwood Boars	35	75
Dwarven Song	3 50	5 00
Elder Land Worm	7 00	10 30
Elder Spawns	8 00	10 00
Elven Riders	7 00	10 00
Emerald Dragonfly	75	1 50
Enchanted Being	1 25	2 00
Enchantment Alteration	2 75	3 00
Energy Tap	35	75
Equinox	2 25	3 00
Eternal Warrior	1 25	2 00
Eureka	15 00	25 00
Evil Eye Orbs-By-Genie	5 00	8 00
Fallen Angel	8 00	12 00
Falling Star	10 00	15 00
Faint	1 50	2 50
Field of Dreams	10 00	15 00
Fire Sprites	75	1 50
Firestorm Phoenix	20 00	30 00
Flash Counter	75	1 50
Flash Flood	75	1 50
Floral Spuzzum	4 00	6 00
Force Spike	75	1 50
Forethought Amulet	10 00	15 00
Fortified Area	75	1 50
Frost Giant	4 00	6 75
Gabriel Angelina	12 00	18 00
Geosense Feint	35	75
Gountlets of Chaos	12 00	18 00
Ghosts of the Diamond	75	1 50
Grunt Skua	75	1 50

[illegible][illegible]



## price guide

Wall of Shadows	75	1 50
Wall of Tombstones	3 25	4 00
Wall of Vapor	75	1 50
Wall of Wonder	4 00	6 00
Whirling Dervish	6 00	10 00
White Mana Battery	2 50	3 50
Willow Satyr	8 00	12 00
Winds of Change	4 00	6 00
Winter Blast	7 00	10 00
Wolverine Pack	1 25	2 00
Wood Elemental	8 00	12 00
Wretched, The	25 00	35 00
Xina Aven	10 00	15 00
Zephyr Falcon	75	1 50

## THE DARK

Full Set (119)	\$150.00 ... 250.00
Booster Pack (8 cards)	5.00 ..... 8.00
Booster Box (60 packs) ....	275.00 ... 325.00

Amnesia	3.50	5.00
Angry Mob	3.25	4.50
Apprentice Wizard	75	1.00
Ashes to Ashes	35	75
Ball Lightning	7.00	10.00
Banshee	2.50	3.50
Bar's Cage	4.00	6.00
Blood Moon	8.00	12.00
Blood of the Martyr	2.50	3.50
Bog Imp	35	75
Bog Rats	35	75
Bone Flute	1.25	2.00
Book of Rass	2.25	3.50
Bramwash	15	35
Brothers of Fire	1.25	2.00
Carnivorous Plant	35	75



## TOP TEN HOTTEST CARDS

### 3) Jester's Mask

A card that's not just rude, but fun as well, the Mask allows you to replace your opponent's hand with an equal amount of cards taken from her library, which you get to look through. Ain't Ice Age fun?

Cave People	2 25	3 00
City of Shadows	5 00	8 00
Cleansing	4 00	6 00
Cool Golem	2 25	3 00
Curse Artifact	2 25	3 00
Dance of Many	5 00	8 00
Dark Heart of the Wood	35	5 00
Dark Sphere	3 50	5 00
Deep Water	35	25
Diabolic Machine	2 25	3 00
Drowned	35	25
Dust to Dust	35	5 00
Eater of the Dead	4 00	6 00
Electric Eel	2 50	3 00
Elves of Deep Shadow	2 50	3 00
Erosion	35	25
Eternal Flame	4 00	6 00
























## TOP TEN HOTTEST CARDS

## 2) Jazam Dhim

When Kelly? Somebody up and ousted of Juzzam quite the number one slot! He ain't gonna be too happy about that, and at a whopping 5/5 (and only four to cast!), you don't want to be on the business end of an Embassy Juzzam Office.

[illegible]

	Sorrow's Path	3.25	4.00
	Spitting Slug	1.50	2.50
	Squire	.35	.75
	Standing Stones	2.25	3.00
	Stone Calendar	5.00	8.00
	Sunken City	.35	.75
	Tangle Kelp	1.50	2.50
	Tivadar's Crusade	1.50	2.50
	Tarmod's Crypt	3.50	5.00
	Tower of Ceceat	1.50	2.50
	Tracker	5.00	8.00
	Uncle Istvan	1.50	2.50
	Venom	.35	.75
	Wend of Ith	2.50	3.50
	War Barge	3.50	5.00
	Water Wurm	.35	.75
	Whippoorwill	2.50	3.50
	Witch Hunter	7.00	10.00
	Word of Binding	.35	.75
	Worms of the Earth	4.00	6.00
	Wormwood Treefolk	4.00	6.00

## FALLEN EMPIRES

THE COAST 199.9

Full Set (187).....	\$45.00	... 65.00
Booster Pack (8 cards) .....	.75	... 1.25
Booster Box (60 packs) .....	45.00	... 70.00

Aesphile	1.50	2.50
Armor Thrull	.35	.75
Balm of Restoration	1.50	2.50
Basal Thrull	.35	.75
Bottomless Vault	3.25	4.00
Brassclaw Orcs	.35	.75
Breeding Pit	1.50	2.50
Combat Medic	.35	.75
Cornch Horn	1.25	2.00
Deep Spawn	.75	1.50
Delir's Cone	.35	.75
Delir's Cube	1.25	2.00
Derekor	1.50	2.50
Dracoman Cylax	1.50	2.50
Dwarven Armorer	2.50	3.50
Dwarven Catapult	.75	1.50
Dwarven Hold	2.25	3.00
Dwarven Lieutenant	.35	.75
Dwarven Ruins	.75	1.50
Dwarven Soldier	.35	.75
Ebon Praetor	3.50	5.00
Ebon Stronghold	1.25	2.00
Elven Fortress	.35	.75
Elvish Farmer	2.50	3.50
Elvish Hunter	.35	.75
Elven Lyte	1.25	2.00
Elvish Scout	.35	.75
Farel's Mantle	.35	.75
Farel's Zealot	.35	.75
Farrelite Priest	.35	.75
Feral Thallid	1.50	2.50
Fungal Bloom	3.50	5.00
Goblin Churgeon	.35	.75
Goblin Flotilla	2.25	3.00
Goblin Grenade	.35	.75
Goblin Kites	.35	.75
Goblin War Drums	.35	.75
Goblin Warriors	3.25	4.00
Hand of Justice	4.00	6.00
Havenwood Battleground	1.25	2.00
Heroism	.35	.75
High Tide	.35	.75
Hollow Trees	2.50	3.50
Homard	.35	.75
Homard Shaman	2.25	3.00
Homard Spawning Bed	.75	1.50
Homard Warrior	.35	.75
Hymn to Touché	.35	.75
Icathia Infantry	.35	.75
Icathia Icebreakers	.35	.75
Icathia Lightarmist	1.50	2.50
Icathia Moneychanger	.35	.75
Icathia Phoenix	.75	1.50
Icathia Priest	.35	.75
Icathia Scout	.35	.75
Icathia Spellweavers	2.50	3.50
Icathia Stone	2.50	3.50
Icathia Tavern	3.50	5.00
Inspiration of Sanguine	1.50	2.50
Ironclad of the Ebon Hand	.35	.75
Machete	.35	.75
Machete Thrower	.35	.75
Nemesis	.35	.75
Pestilence	.35	.75
Rainy Day	.35	.75
Sandstorm	.35	.75
Shrine of the Iron Hand	.35	.75

Orgg	2.25	3.00
Raiding Party	.35	.75
Rainbow Vale	2.50	3.50
Ring of Renewal	2.25	3.00
River Merfolk	2.25	3.00
Ruins of Tackar	1.25	2.00
Sand Silos	2.50	3.50
Seasinger	2.25	3.00
Soul Exchange	1.25	2.00
Spirit Shield	1.50	2.50
Spoie Cloud	.35	.75
Spoie Flower	.35	.75
Syvelunite Priest	.35	.75
Syvelunite Temple	.75	1.50
Thallid	.35	.75
Thallid Devourer	.75	1.50
Thelon's Chant	1.25	2.00
Thelon's Curse	2.25	3.00
Thelonite Druid	.75	1.50
Thelonite Monk	3.25	4.00
Thorn Thallid	.35	.75
Thrull Champion	3.50	5.00
Thrull Relatiner	.75	1.50
Thrull Wizard	.35	.75
Tidal Flats	.35	.75
Tidal Influence	.35	.75
Tourach's Chant	.35	.75
Tourach's Gate	2.50	3.50
Vodalien Knights	3.25	4.00
Vodalien Mage	.35	.75
Vodalien Soldiers	.35	.75
Vodalien War Machine	2.50	3.50
Vodan's Sword	2.25	3.00

**ICE AGE** 









































Out the first week in June, *Ice Age* is the first stand-alone expansion set for *Magic*:

## The Gathering

Full Set (383 cards)	\$375.00	450.00
Starter Deck (60 cards)	10.00	15.00
Starter Box (10 decks)	90.00	140.00
Booster Pack (15 cards)	3.00	4.00
Booster Box (36 packs)	100.00	125.00

■ Abyssal Specter	2.25	3.00
■ Adarkar Sentinel	2.50	3.50
■ Adarkar Unicorn	35	75
■ Adarkar Wastes	4.00	6.00
■ Aegis of the Meek	3.50	5.00
■ Aggression	3.25	4.00
■ Altar of Bone	6.00	10.00
■ Amulet of Quoz	3.50	5.00
■ Anarchy	4.00	6.00
□ Arctic Foxes	35	75
■ Arcum's Sleigh	2.50	3.50
■ Arcum's Weathervane	2.25	3.00
■ Arcum's Whistle	2.50	3.50
□ Aurenson's Aura	35	75
■ Armor of Faith	35	75
■ Aunylot's Ascent	35	75
■ Ashen Ghoul	2.50	3.50
■ Aureochs	35	75
■ Avalanche	2.50	3.50
■ Balduvian Barbarians	35	75
■ Balduvian Bears	35	75
■ Balduvian Conqueror	2.50	3.50
■ Balduvian Hydra	5.00	8.00
■ Balduvian Shaman	35	75
■ Barbarian Guides	35	75
■ Barbed Sextant	35	75
■ Baton of Morale	2.25	3.00
■ Battle Cry	2.25	3.00
■ Battle Frenzy	35	75
■ Binding Grasp	3.50	5.00
■ Black Scorn	2.50	3.50
■ Blessed Wine	35	75
□ Blinking Spirit	6.00	10.00
■ Blizzard	4.00	6.00
■ Blue Scorn	2.50	3.50
■ Bone Shaman	35	75
■ Brainstorm	35	75
■ Brand of Ill Omen	6.00	10.00
■ Breath of Dreams	2.50	3.50
■ Brine Shaman	35	75
■ Brown Ouphe	35	75
■ Brushband	4.00	6.00
■ Burnt Offering	35	75
□ Call to Arms	6.00	10.00
■ Caribou Range	6.00	10.00
■ Celestial Sword	3.50	5.00
■ Centaur Archer	2.50	3.50
■ Chaos Lord	6.00	10.00
■ Chaos Moon	6.00	10.00
■ Chromatic Armor	5.00	8.00
■ Club Load	35	75
■ Circle of Protection Black	35	75
■ Circle of Protection Blue	35	75



	Circle of Protection: Green	35	75
	Circle of Protection: Red	35	75
	Circle of Protection: White	35	75
	Charmoyance	35	75
	Cloak of Confusion	35	75
	Cold Snap	1.50	2.50
	Conquer	3.50	5.00
	Cooperation	35	75
	Counterspell	35	75
	Crown of the Ages	5.00	8.00
	Curse of Mont' Laga	5.00	8.00
	Dance of the Dead	3.50	5.00
	Dark Banishing	35	75
	Dark Ritual	35	75
	Death Ward	35	75
	Deflection	8.00	12.00
	Demonic Consultation	3.25	4.00
	Despotic Scepter	3.50	5.00
	Diabolic Vision	3.50	5.00
	Dire Wolves	35	75
	Disenchant	35	75
	Dread Wight	4.00	6.00
	Dreams of the Dead	2.50	3.50
	Drift of the Dead	2.25	3.00
	Drought	4.00	6.00
	Dwarven Armory	5.00	8.00
	Earthlink	4.00	6.00
	Earthlore	35	75
	Elder Druid	8.00	12.00
	Elemental Augury	5.00	8.00
	Elixir Bottle	3.50	5.00
	Elixir Healer	35	75
	Enduring Renewal	5.00	8.00
	Energy Storm	6.00	10.00
	Enervate	35	75
	Errant Minion	35	75
	Eranthry	35	75
	Essence Filter	35	75
	Essence Flora	35	75
	Essence Vortex	3.25	4.00
	Fanatical Fever	3.50	5.00
	Fear	35	75
	Fiery Justice	4.00	6.00
	Fire Covenant	3.25	4.00
	Flame Spirit	2.25	3.00
	Flare	35	75
	Flooded Woodlands	5.00	8.00
	Flow of Maggots	5.00	8.00
	Folk of the Pines	35	75
	Forbidden Lore	5.00	8.00
	Force Void	1.50	2.50
	Forest	.05	10
	Forgotten Lore	3.25	4.00
	Formation	3.50	5.00
	Foul Familiar	35	75
	Foxfire	35	75
	Freya's Supplicant	2.25	3.00
	Freya's Chiasm	2.50	3.50
	Freya's Winds	5.00	8.00
	Fumorelle	3.50	5.00
	Fylgja	35	75
	Fyndham Brownie	35	75
	Fyndham Elder	3.25	4.00
	Fyndham Elves	35	75
	Fyndham Pollen	4.00	6.00
	Fyndham Bow	3.25	4.00
	Game of Chaos	6.00	10.00
	Gargantuan Zombies	35	75
	Gaze of Pain	35	75
	General Jakk'd	6.00	10.00
	Ghostly Flame	6.00	10.00
	Giant Growth	35	75
	Giant Trap Door Spider	3.25	4.00
	Glaciers	4.00	6.00
	Gorilla Pack	35	75
	Glacial Chasm	2.25	3.00
	Glacial Crevasses	3.50	5.00
	Glacial Wall	2.25	3.00
	Goblin Lyre	4.00	6.00
	Goblin Mutant	2.25	3.00
	Goblin Sappers	35	75
	Goblin Ski Patrol	35	75
	Goblin Snowman	2.50	3.50
	Gravebind	3.50	5.00
	Green Scarab	1.50	2.50
	Grizzled Wolverine	35	75
	Hallowed Ground	1.50	2.50
	Reils of Mist	5.00	8.00
	Heal	35	75
	Hecatomb	7.00	10.00
	Hematite Tolsman	1.50	2.50
	Hippoman	2.25	3.00
	Hoar Shoda	35	75
	Hot Springs	4.00	6.00
	Howl from Beyond	35	75
	Hurricane	1.50	2.50
	Hyalopterous Lemure	3.25	4.00
	Hydroblast	35	75

Hymn of Rebirth	3.50	5.00
Ice Berg	2.50	3.50
Ice Cauldron	5.00	8.00
Ice Floe	2.50	3.50
Icequake	3.50	5.00
Icy Manipulator	7.00	10.00



## TOP TEN HOTTEST CARDS

### 1) Jester's Cap

Do winch on a new chain—poor! Knocking Jizara from the pole position is the mighty Jester's Cap. Just pump two more into it, lap it, and sacrifice it to search through your opponent's library and remove three cards from the game! Not a good way to rack up new friends.

	Cost	Value
Ky Prison	500	800
Missionary Forces	75	-
Missionary Presence	400	600
Missionary Terrain	200	300
Missionary Wall	35	-
Missions of Grandeur	500	800
Imposing Visage	35	-
Inconceivable	35	-
Infernal Darkness	300	-
Inferral Denizen	300	-
Infinite Hourglass	300	-
Intense	20	-
Island	75	-
Jester's Cap	1000	2000
Jester's Mask	1000	1000
Jeweled Armoire	4	-
John Bull Warm	75	-
Jokohamper	75	-
Juniper Order Druid	30	-
Justice	40	-
Karpalusian Forest	40	-
Karpalusian Guard	40	-
Karpalusian Yell	600	1000
Keremkin Ranger	75	-
Keremkin Desert	75	-
Kjeldoran Elite Guard	75	-
Kjeldoran Frostbeast	75	-
Kjeldoran Guard	75	-
Kjeldoran Knight	75	-
Kjeldoran Phoenix	75	-
Kjeldoran Royal Guard	600	1000
Kjeldoran Sky Captain	75	-
Kjeldoran Skylight	75	-
Kjeldoran Warrior	75	-
Kraken of Samsara	75	-
Kronkan Firestorm	75	-
Kronkan Fetish	75	-
Kronkan Sanctifier	75	-
Kronkan Vampire	400	600
Land Camp	75	-
Lapis Lazuli Totem Pole	75	-
Lava Burst	75	-
Lava Tube	75	-
Legions of Linn-Doll	75	-
Leshroc's Rite	75	-
Leshroc's Sigil	75	-
Lithurgy	75	-
Linn-Doll's Cohort	75	-
Linn-Doll's Howl	75	-
Lightning Bolt	75	-
Last Order of Jorkink	75	-
Lure	75	-
Maidenwing Shrine	75	-
Magus of the Unknown	75	-
Malachite Palanquin	75	-
Marion Stronghold	75	-
Melior	75	-
Melting	75	-

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### SPECIAL OFFERS

Item	Unit	Price	Quantity	Total
1. Budget	6.00	10.00		
2. Budget	6.00	10.00		
3. Budget	6.00	10.00		
4. Budget	6.00	10.00		
5. Budget	6.00	10.00		

## FACTORY SETS

This set is known as the "Domestic Version." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal.

Known as the "International Version" this set is the same as above except the cards are from the Unlimited series. (cards are also not tournament legal)

This set contains two 60-card revised starter decks, 30 numbers and a revised checklist.

The set contains two 60 card fourth edition starter decks, 30 counters, and a fourth edition checklist.

# INQUEST

## checklist

## Full Set (124 Cards)

Card Name	Origin
<input type="checkbox"/> Abu Ja'far	AN
<input type="checkbox"/> Active Volcano	LG
<input type="checkbox"/> Akron Legionnaire	LG
<input type="checkbox"/> Aladdin	AN
<input type="checkbox"/> Angelic Voices	LG
<input type="checkbox"/> Arcades Sabbath	LG
<input type="checkbox"/> Arena of the Ancients	LG
<input type="checkbox"/> Argothian Pines	AQ
<input type="checkbox"/> Ashnod's Altar	AQ
<input type="checkbox"/> Ashnod's Transmogrator	AQ
<input type="checkbox"/> Axelrod Gunnarson	LG
<input type="checkbox"/> Ayesha Tanaka	LG
<input type="checkbox"/> Azure Drake	LG
<input type="checkbox"/> Banshee	DK
<input type="checkbox"/> Baril's Cage	DK
<input type="checkbox"/> Beasts of Bogardan	LG
<input type="checkbox"/> Blood of the Martyr	DK
<input type="checkbox"/> Blood Moon	DK
<input type="checkbox"/> Bog Rats	DK
<input type="checkbox"/> Book of Rass	DK
<input type="checkbox"/> Boomerang	LG
<input type="checkbox"/> Bronze Horse	LG
<input type="checkbox"/> Cat Warriors	LG

<input type="checkbox"/> Chromium	LG
<input type="checkbox"/> City of Brass	AN
<input type="checkbox"/> Cocoon	LG
<input type="checkbox"/> Concordant Crossroads	LG
<input type="checkbox"/> Crow Giant	LG
<input type="checkbox"/> Cuombaji Witches	AN
<input type="checkbox"/> Cyclone	AN
<input type="checkbox"/> Darkon Blackblade	LG
<input type="checkbox"/> Dance of Many	DK
<input type="checkbox"/> Dandon	AN
<input type="checkbox"/> D'Avenant Archer	LG
<input type="checkbox"/> Divine Offering	LG
<input type="checkbox"/> Emerald Dragonfly	LG
<input type="checkbox"/> Enchantment Alteration	LG
<input type="checkbox"/> Ertanum Dunn	AN
<input type="checkbox"/> Fallen, The	DK
<input type="checkbox"/> Fallen Angel	LG
<input type="checkbox"/> Feldon's Lane	AQ
<input type="checkbox"/> Fire Drake	DK
<input type="checkbox"/> Fishliver Oil	AN
<input type="checkbox"/> Flash Flood	LG
<input type="checkbox"/> Fountain of Youth	DK
<input type="checkbox"/> Gabriel Angelfire	LG
<input type="checkbox"/> Gaurilets of Chaos	AN
<input type="checkbox"/> Ghazban Ogre	AN

<input type="checkbox"/> Giant Slug	LG
<input type="checkbox"/> Goblin Artisans	AQ
<input type="checkbox"/> Goblin Digging Team	DK
<input type="checkbox"/> Goblin Shrine	DK
<input type="checkbox"/> Goblins of the Flang	DK
<input type="checkbox"/> Hasran Ogress	AN
<input type="checkbox"/> Hell's Caretaker	LG
<input type="checkbox"/> Horn of Deafening	LG
<input type="checkbox"/> Indestructible Aura	LG
<input type="checkbox"/> Ivory Guardians	LG
<input type="checkbox"/> Jalum Tome	AQ
<input type="checkbox"/> Jeweled Bird	AN
<input type="checkbox"/> Johan	LG
<input type="checkbox"/> Juxtapose	LG
<input type="checkbox"/> Keepers of the Faith	LG
<input type="checkbox"/> Kai Takahashi	LG
<input type="checkbox"/> Land's Edge	LG
<input type="checkbox"/> Living Armor	DK
<input type="checkbox"/> Marhauf Elsdragon	LG
<input type="checkbox"/> Metamorphosis	AN
<input type="checkbox"/> Mountain Yeti	LG
<input type="checkbox"/> Nebuchadnezzar	LG
<input type="checkbox"/> Nicol Bolos	LG
<input type="checkbox"/> Obelisk of Undoing	AQ
<input type="checkbox"/> Palloa-Mars	LG
<input type="checkbox"/> Petro Sphinx	LG
<input type="checkbox"/> Primordial Ooze	LG
<input type="checkbox"/> Puppet Master	LG
<input type="checkbox"/> Rabid Wombat	LG
<input type="checkbox"/> Rakali	AQ
<input type="checkbox"/> Recall	LG
<input type="checkbox"/> Remove Soul	LG
<input type="checkbox"/> Repentant Blacksmith	AN
<input type="checkbox"/> Revelation	LG
<input type="checkbox"/> Rubinia Soulsinger	LG
<input type="checkbox"/> Runesword	DK
<input type="checkbox"/> Safe Haven	DK
<input type="checkbox"/> Scavenger Folk	DK
<input type="checkbox"/> Sentinel	LG
<input type="checkbox"/> Serpent Generator	LG
<input type="checkbox"/> Shield Wall	LG
<input type="checkbox"/> Shimon Night Stalker	LG
<input type="checkbox"/> Svinu Scarzam	LG
<input type="checkbox"/> Sol'kanor the Swamp King	LG
<input type="checkbox"/> Stongg	LG
<input type="checkbox"/> Storm Seeker	LG
<input type="checkbox"/> Takklemaggot	LG
<input type="checkbox"/> Teleport	LG
<input type="checkbox"/> Tobias Andion	LG
<input type="checkbox"/> Tar Wauki	LG
<input type="checkbox"/> Tarmod's Crypt	DK
<input type="checkbox"/> Transmutation	LG
<input type="checkbox"/> Triassic Egg	LG
<input type="checkbox"/> Urza's Mine (four versions)	AQ
<input type="checkbox"/> Urza's Power Plant (four versions)	AQ
<input type="checkbox"/> Urza's Tower (four versions)	AQ
<input type="checkbox"/> Vaeivich Asmodi	LG
<input type="checkbox"/> Voodoo Doll	LG
<input type="checkbox"/> Wall of Heat	LG
<input type="checkbox"/> Wall of Opposition	LG
<input type="checkbox"/> Wall of Shadows	LG
<input type="checkbox"/> Wall of Vapor	LG
<input type="checkbox"/> Wall of Wonder	LG
<input type="checkbox"/> War Elephant	AN
<input type="checkbox"/> Witch Hunter	DK
<input type="checkbox"/> Wretched, The	LG
<input type="checkbox"/> Xira Arien	LG
<input type="checkbox"/> Yawgmoh Demon	AQ



### CHRONICLES

#### TOP FIVE HOTTEST CARDS

## 5) Blood Moon

The ultimate equalizer, Blood Moon turns every non-basic land, like Maze of Ith, City of Brass, and dual lands, into basic mountains!



### CHRONICLES

#### TOP FIVE HOTTEST CARDS

## 4) Sol'kanor the Swamp King

Weighting in at a monstrous, swampwalkin' 5/5, this bad guy gives his controller one life whenever any black spell is successfully cast.



### CHRONICLES

#### TOP FIVE HOTTEST CARDS

## 3) City of Brass

While this land stings you for a point every time you tap it, it can also generate any color mana you want. Not too shabby!



### CHRONICLES

#### TOP FIVE HOTTEST CARDS

## 2) The Elder Dragons

The skies of Domiporia just got a whole lot more dangerous. The mighty Elder Dragons live again. Somebody go tell the Shivan to get in the back seat.

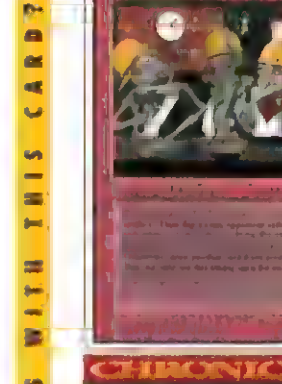


### CHRONICLES

#### TOP FIVE HOTTEST CARDS

## 1) Recall

Acting like a Regrowth on a caffeine high, Recall can bring one, two, three—hell, as many cards as you want out of your graveyard. We're talkin' big time power!



### CHRONICLES

#### CRUMMIEST CARD

## Goblin Artisans

Somebody over at Wizards of the Coast is screaming with us. Why did they bring back Goblin Artisans? "I flip a coin when you cast an artifact. If opponent rolls heads, artifact is ruined. If not, draw another card." "I suckers is more like it."









## price guide

Prince Charles	.75	1.50
Princess Di	.75	1.50
Professional Sports	.75	1.50
Psychiatrists	1.25	2.00
Pyz Mk't'g Schemes (Mag. Ins.)	1.50	2.00
Rain of Frogs	.75	1.50
Reach Out	1.50	2.50
Red Cross	1.50	2.50
Red Scare	.75	1.50
Reformed Church of Satan	.75	1.50
Reload!	.75	1.50
Republicans	.75	1.50
Resistance is Useless!	2.50	3.50
Revolution!	.75	1.50
Rewriting History	1.50	2.50
Rifkinites	1.50	2.50
Robot Sea Monsters	.75	1.50
Ross Perot	1.50	2.50
S.M.O.F.	2.50	3.50
Sabotage	1.50	2.50
Saddam Hussein	.75	1.50
Saturday Morning Cartoons	.75	1.50
Savings and Loans	1.50	2.50
Savings & Loan Scam	.75	1.50
Scandal	2.50	3.50
Secret Service	1.50	2.50
Secrets Man... To Know	.75	1.50
Secular Humanists	.75	1.50
Seize the Time!	1.50	2.50
Senate Investigating Committee	2.50	3.50
Servants of Cthulhu	1.50	2.50
Shangri-La	1.50	2.50
Shroud of Turin	3.25	4.00
Silicon Valley	.75	1.50
Sniper	.75	1.50
Soulbuster	3.25	4.00
South American Nazis	2.50	3.50
Spasm of Violence	1.50	2.50
Stars are Right, The	1.50	2.50
Subliminals	3.25	4.00
Sucked Dry and Cast Aside!	.75	1.50
Suicide Squad	.75	1.50
Supreme Court	1.50	2.50
Sweeping Reforms	.75	1.50
Tabloids	.75	1.50
Tax Breaks	.75	1.50
Tax Reform	1.50	2.50
Texas	3.25	4.00
Thousand Points of Light, A	.75	1.50
Time Warp	2.50	3.50
Trading Card Game (Mag. Ins.)	1.50	2.50
Trilateral Commission	2.50	3.50
UFOs	1.50	2.50
Underground Newspapers	3.25	4.00
Unlucky 13	2.50	3.50
Unmasked!	3.25	4.00
Up Against the Wall	1.50	2.50
Volcano	.75	1.50
Voudonistas	.75	1.50
Warehouse 23	.75	1.50
Weak Link, The	1.50	2.50
Weather Satellite	.75	1.50
Withering Curse	1.50	2.50
World Cup Victory	1.50	2.50
World War 3	1.50	2.50

## ILLUMINATI: NEW WORLD ORDER UNLIMITED EDITION

STEVE JACKSON GAMES 1995

Card names are in various colors		
Full Set (412 cards)	\$250.00	350.00
Starter Deck Dual (110 cards)	8.00	10.00
Starter Box (5 dual decks)	30.00	50.00
Booster Pack (15 cards)	7.00	7.25
Booster Box (36 packs)	70.00	80.00
Single Cards	0.50	1.00



## JYHAD-SYLVESTER SIMMS

## JYHAD

WIZARD GAMES 1994

Full Set (438 cards)	\$250.00	350.00
Starter Deck (76 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (19 cards)	1.50	2.00
Booster Box (36 packs)	50.00	70.00

Anarch Troublemaker	4.00	6.00
Arcane Library	4.00	6.00
Ivory Bow	6.00	10.00
Millicent Smith	4.00	6.00
Political Ally	4.00	6.00



## ON THE EDGE-LOOT

## ON THE EDGE

Full Set (269 cards)	\$125.00	200.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (10 cards)	2.00	2.25
Booster Box (36 packs)	110.00	130.00

Ashes of Pher	3.50	5.00
Captain's D. Autonne	2.25	3.00
Cyber-Snakes	3.50	5.00
Deluged Jackson	3.25	4.00
Heavenly Shoguns	2.50	3.50

## CLUB PROJECT

ATLAS GAMES 1995

Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	2.00	2.25
Booster Box (36 packs)	110.00	130.00

Andalusian	3.50	5.00
Jacob Brinkler	4.00	6.00
Charles Robinson Trunk	3.50	5.00
Explosion of Ideas	1.25	4.00
Planet of Wonders	1.50	3.50

## BLACKSTONE WIZARD GAMES

Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	2.00	2.25
Booster Box (36 packs)	110.00	130.00

## POWERCARDZ

L.A. GAMES SYSTEMS 1995

Full Set (160 cards)	\$40.00	60.00
Starter Deck (Both Versions)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	80.00	90.00

## RAGE

WHITE WOLF 1995

Full Set (321 cards)	\$200.00	300.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00



## SIM CITY-CANDY STORE

## SIM CITY

M.A. GAMES 1995

Full Set (517)	7.00	8.00
Starter Deck (60 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	60.00	80.00

## SPELLFIRE

TSR 1994

Full First Ed'n Set (445 cards)	\$140.00	200.00
(Set price includes 25 booster exclusive cards)		
F.E. Starter Deck (110 cards)	10.00	12.00
F.E. Starter Box (6 dual decks)	60.00	70.00
F.E. Booster Pack (15 cards)	1.25	1.50
F.E. Booster Box (36 packs)	40.00	50.00
Full No Edition Set (400-Cards Only)		
No Edition Starter Deck (55 cards)		
No Edition Starter Box (10 decks)		
No Edition Booster Pack	NONE	
Full Second Ed'n Set (420 cards)	140.00	200.00
S.E. Starter Deck (110 cards)	12.00	15.00
S.E. Starter Box (6 duals)	75.00	90.00
S.E. Booster Pack (15 cards)	1.50	1.75
S.E. Booster Box (36 packs)	50.00	60.00

Invincibility	1.50	2.50
Midnight Goddess of Magic	1.50	2.50
Portion of Firebreathing	1.50	2.50
Siege!	1.50	2.50
Sout	1.50	2.50

## RAVENLOFT EXPANSION

TSR 1994

Full Set (100 cards)	\$70.00	100.00
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

Castle Ravenloft	1.50	2.50
Headless Horseman	1.50	2.50
High Master Ilthiad	1.50	2.50
Isle of Terror	1.50	2.50
Ring of Regeneration	1.50	2.50

## DRAGONLANCE EXPANSION

TSR 1994

Full Set (125)	\$75.00	125.00
(Set price includes 25 booster exclusive cards)		
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

Bugs! Emeralds	1.50	2.50
Dark Image	1.50	2.50
Dark Lord of the Horde	1.50	2.50
Dragon's Breath	1.50	2.50
Dragon's Fire	1.50	2.50

## FORGOTTEN REALMS

TSR 1994

Full Set (125 cards)	\$100.00	150.00
(Set price includes 25 booster exclusive cards)		
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	80.00	90.00
Blackstaff Tower	1.50	2.50
Dragon Slayer	1.50	2.50
Shadow Engines	1.50	2.50
Tablets of Fate	1.50	2.50
Word of Recall	1.50	2.50

## STAR OF THE GUARDIANS

MAG FORCE 7-1995

Full Set (325 cards)	\$70.00	100.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (14 cards)	2.50	3.00
Booster Box (36 packs)	90.00	110.00

Atheism Fate	2.50	3.50
Cult Following Modifier	1.50	2.50
Claymore Bombers Squadron	2.50	3.50
Special System Tisor	1.50	2.50
Xis and Mag Force 7 Personnel	3.50	5.00



## STAR TREK: THE NEXT GENERATION LIMITED-EVENT

## STAR TREK: THE NEXT GENERATION LIMITED

DECEMBER 1994

Cards are black-bordered.

Full Set (363 cards)	\$750.00	1,000.00
Starter Deck (60 cards)	18.00	25.00
Starter Box (12 decks)	200.00	275.00
Booster Pack (15 cards)	10.00	15.00
Booster Box (36 packs)	250.00	400.00
Unlisted Singles	30	60

Albert Einstein	4.00	6.00
Alexander Rozhenko	1.25	2.00
Aldor Jarok	5.00	8.00
Alien Abduction	.75	1.50
Alien Groupie	3.50	5.00
Alien Parasites	1.50	2.50
Alien Probe	1.50	2.50
Alyanna Nechayev	4.00	6.00
Alyssa Ogawa	1.25	2.00
Amanda Rogers	1.50	2.50
America	1.25	2.00
Anaphasic Organism	.75	1.50
Ancient Computer	8.00	12.00
Anti-Time Anomaly	6.00	10.00
Armus-Skin of Evil	8.00	12.00
Asteroid Sanctuary	.75	1.50
Auto-Destruct Sequence	1.50	2.50
Avert Disaster	4.00	6.00
B'Etor	10.00	15.00
B'J'lik	.75	1.50
Ba'el	2.25	3.00
Baion	.75	1.50
Barely's Protoplasmic Disease	6.00	10.00
Benjamin Maxwell	.75	1.50
Beltzoid Gift Box	8.00	12.00
Beverly Crusher	18.00	25.00
Bochra	2.25	3.00
Bok	1.25	2.00
Borg Ship	12.00	18.00
Byrnas Weapon Enhancement	7.00	10.00
Chalnoth	.75	1.50
Cloaked Mission	1.50	2.50
Cosmic String Fragment	1.25	2.00
Covert Installation	.75	1.50



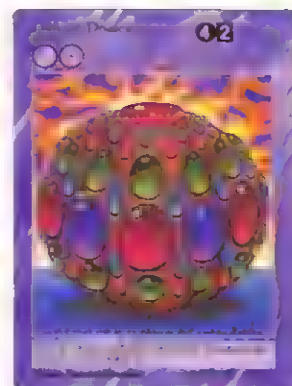
Covert Rescue	75	1.50	Kell	1.50	2.50
Crisis	8.00	12.00	Kevin Urbidge	1.50	2.50
Crystalline Entity	6.00	8.00	Khazara	8.00	12.00
Cultural Observation	3.50	5.00	Khotomer Research	3.50	5.00
Cybernauts	4.00	6.00	Kivas Frap-Collector	2.25	3.00
Dorian Wallace	.75	1.50	Klog	.75	1.50
Data	30.00	40.00	Kleag	.75	1.50
Deanna Troi	20.00	30.00	Klingon Death Yell	6.00	10.00
Devil, The	7.00	10.00	Klingon Right of Vengeance	.75	1.50
Devlini Ral	1.50	2.50	Kornel	.75	1.50
Devaros	8.00	12.00	Korai	.75	1.50
Diplomacy Mission	.75	1.50	Korath	1.50	2.50
Distortion Field	1.50	2.50	Korns	1.50	2.50
Distortion of...Continuum	2.25	3.00	Koss Suppression	.75	1.50
Divok	1.50	2.50	Kromm	.75	1.50
Dr. La Forge	4.00	6.00	Kronan Game	4.00	6.00
Dr. Leah Brahms	5.00	7.00	Kunk	5.00	8.00
Dr. Reyga	.75	1.50	Kurian Hailos	8.00	12.00
Dr. Selar	1.50	2.50	Kurum	7.00	10.00
Dukath	1.50	2.50	L'kor	1.25	2.00
Duras	8.00	12.00	Leah Brahms	5.00	8.00
El-Adrel Creature	1.50	2.50	Life-Form Scan	1.50	2.50
Energy Vortex	.75	1.50	Long-Range Scan	.75	1.50
Engineering Kit	1.50	2.50	Lore Returns	8.00	10.00
Eric Pressman	.75	1.50	Lore's Fingernail	7.00	10.00
Elong Jol	1.50	2.50	Lursa	10.00	15.00
Evacuation	1.50	2.50	Lwaxanna Troi	8.00	12.00
Evaluate Terraforming	4.00	6.00	Macharhal Society	.75	1.50
Exocomp	1.25	2.00	McKnight	1.50	2.50
Explore Black Cluster	2.50	3.50	Medical Relief	3.50	5.00
Explore Dyson Sphere	3.50	5.00	Medical Recorder	1.25	2.00
Explore Typhonse Expanse	3.25	4.00	Mendak	6.00	10.00
Expose Covert Supply	1.50	2.50	Mendon	.75	1.50
Extraction	5.00	8.00	Menthar Booty Trap	.75	1.50
Federation Outpost	1.25	2.00	Mercurian Ship	2.25	3.00
Fek'fhr	1.50	2.50	Metaphasic Shields	.75	1.50
Female's Love Interest	.75	1.50	Microvirus	.75	1.50
Fireslorm	.75	1.50	Munk	1.50	2.50
First Contact	1.50	2.50	Murag	.75	1.50
Fleet Admiral Shanthi	1.50	2.50	Morgan Bateson	5.00	8.00
Full Planet Scan	2.25	3.00	Morthe Barber	1.25	2.00
Gaps in Normal Space	1.25	2.00	Movar	1.50	2.50
Genetratic Replicator	2.25	3.00	N'Vek	1.25	2.00
Geordi La Forge	18.00	25.00	Nagylum	6.00	10.00
Giusth	.75	1.50	Nanites	.75	1.50
Goddess of Empathy	5.00	8.00	Nanik	2.25	3.00
Gorta	.75	1.50	Naustrams	.75	1.50
Gowton	12.00	18.00	Near-Warp Transport	1.25	2.00
Gravitic Mine	1.50	2.50	Nedra Dorian	8.00	12.00
Haakona	8.00	12.00	Nero	1.50	2.50
Hannah Bates	1.25	2.00	Neural Senna Device	1.50	2.50
Holo-Projectors	1.25	2.50	New Contact	2.25	3.00
Hologram Ruse	1.50	2.00	Nikolai Rozhenko	1.50	2.50
Honor Challenge	5.00	8.00	Nihum Metal Parasites	2.25	3.00
Horga'In	12.00	18.00	Norah Sate	1.50	2.50
Hugh	12.00	18.00	Nu Dag	1.50	2.50
Hunt for DNA Program	3.50	5.00	Null Space	1.50	2.50
Husnock Ship	2.25	3.00	Nulltional Shields	1.25	2.00
Hyper-Aging	1.50	2.50	Oceti	1.50	2.50
I.K.C. Bortas	8.00	10.00	Polar Toff-Alien Trader	.75	1.50
I.K.C. Buruk	7.00	10.00	Protek	1.25	2.00
I.K.C. Hagh'la	7.00	10.00	Parem	1.50	2.50
I.K.C. K'Vort	1.50	2.50	Particle Fountain	.75	1.50
I.K.C. K'Pagh	7.00	10.00	Pegasus Search	3.50	5.00
I.K.C. Q'Vat	7.00	10.00	Phased Matter	1.50	2.50
I.K.C. Var'Cho	.75	1.50	Pi	5.00	8.00
I.K.C. Vorn	.75	1.50	Plunder Site	1.50	2.50
Iconia Investigation	3.50	5.00	Portal Guard	.75	1.50
Iconium Computer Weapon	.75	1.50	Q	8.00	12.00
Impossible Door	.75	1.50	Q2	3.50	5.00
Incoming Message-Federation	3.25	4.00	Radioactive Garbage Scow	1.50	2.50
Incoming Message-Klingon	2.25	3.00	Raise the Stakes	1.25	2.00
Incoming Message-Romulan	2.25	3.00	Rebel Encounter	1.50	2.50
Interphase Generator	8.00	12.00	Reginald Barclay	8.00	12.00
Investigate Alien Probe	4.00	6.00	Rebel Mission	1.25	2.00
Investigate Disappearance	4.00	6.00	REM Fatigue Hallucinations	2.25	3.00
Investigate Disturbance	4.00	6.00	RES-Q	.75	1.50
Investigate Massacre	4.00	6.00	Restore Front Moon	2.25	3.00
Investigate Raid	3.50	5.00	Richard Gomez	.75	1.50
Investigate Rogue Comet	3.25	4.00	Riva	1.50	2.50
Investigate "Shattered Space"	3.50	5.00	Ro Loran	8.00	12.00
Investigate Sighting	2.50	3.50	Rogo Dornai	10.00	15.00
Investigate Time Continuum	3.50	5.00	Runabout	.75	1.50
Ishtar Yar	2.25	3.00	Sarek	10.00	15.00
Jaglon Shrek-Information Broker	5.00	8.00	Sanjika	4.00	6.00
Jean-Luc Picard	40.00	50.00	Santhony Plunder	3.25	4.00
Jenna B'Sora	1.50	2.50	Satellit		
Jo'Bl	1.25	2.00	Science Vessel		
Juggler, The	.75	1.50	Secret Salvage		
K'Ehlyr	7.00	10.00	Seek Life-Form		
K'Impec	.75	1.50	Seki	1.50	2.50
K'Tal	.75	1.50	Shaka: When the Walls Fall		
K'Vado	1.25	2.00	Shelby		
Kahless	6.00	10.00	S. Maria Newton		
Kareel Odan	.75	1.50	Semo Kokoru		
Karsen	5.00	8.00	Soren		

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**STAR TREK: THE NEXT  
GENERATION UNLIMITED**

**Quantity:** 4 x 36 pc  
**Unit Price:** \$100.00  
**Total Price:** \$400.00

**Supplements**

[illegible]

## TOWERS IN TIME-OUT OF POWER

## TOWERS IN TIME

Full Set 150		
Small Box 50	7.00	8.00
Small Box 100	65.00	80.00
Boxing Ring 100	1.25	1.75
Boxing Ring 160 works	75.00	100.00

## ULTIMATE COMBAT

Full Size Deck	\$7.00	125.00
Shuffle Deck 60 cards	8.00	9.00
Shuffle Box	75.20	90.00
Booster Pack 13 cards	2.50	3.00
Booster Box 36 packs	80.00	100.00
Booster Refill	1.50	2.50
Booster	3.50	5.00
Inferno Round Table	4.00	6.00
Meal of Gossamer Light	3.50	5.00
Pyramid Novel	2.50	3.50



**WORTHY DRAGON SLAYER ACTION**

WATER

Pull Premium Soap (175 units)	\$300.00	450.00
1000 Premium Soap 279 units	400.00	1200.00
Master Card 200 units	1.00	200.00
Shower Soap (17 decks)	150.00	200.00
Regular Pack 15 units	1.00	15.00
Regular Pack 100 units	250.00	400.00
<b>Gold Card</b>	<b>75.00</b>	<b>150.00</b>
Pick n Premium	1.00	1.00
Save of Treasure	1.00	1.00
Save Card	40.00	40.00
Whisper	1.00	1.00

Principals

# HAND BOOK

## What you need to know about the *InQuest* MAGIC Players Guide

The *InQuest* Player's Guide is meant to serve as an aid in playing collectible card games. Every month you'll find the most extensive card descriptions for *Magic: The Gathering* available, along with one other collectible card game that is the Player's Guide Spotlight of the month.

### EXAMPLE LISTING

ART	NAME	TYPE	MANA	POWER	Toughness	EXPANSION	SET
	Book of Rass	ART	U	Sev	6	OK	
	2: Sacrifice 2 life to draw 3 cards.						
	Bottle of Suleiman	ART	R	5/5	4	ANR	
	1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
	• Bronze Tablet	ART	R	2/2	6	AQ,4TH	
	4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
	• Candelabra of Tavnos	ART	R	4/4	1	AQ	
	X: Untap X separate lands.						
	Celestial Prism	ART	U	4/4	3 A,B,U,R,4TH		
	2, T: Provides 1 mana of any color (play as an interrupt).						
	• Chaos Orb	ART	R	4/4	2	A,B,U	
	1: Flip card from height of one foot. If it rotates 360 degrees, any						

### RARITY

*InQuest* is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1 or R2-D2; in this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

#### C Common

Everybody's got these. They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

#### U Uncommon

These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

#### R Rare

Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

### POWER RATINGS

..... **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

.... **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

... **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

.. **Peer.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• **The Worst.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

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INQUEST



### SHELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Card Type. A Summon Faerie means the Brownie is a creature of the genus Faerie.
- C** — Text. The description of exactly what the card can do.
- D** — Flavor Text. A sometimes funny or informative quote, usually historical in nature.
- E** — Artist's Name
- F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play
- G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbols means he is from the *Legends* set
- H** — Power/Toughness. Only present for creatures.



## ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAJ
Asplund-Faith, Randy	RAF
Baroh, Julie	JBa
Beard, Edward Jr.	EBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Danforth, Liz	LDa
Detwiler, Denise	DDe
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Faglio, Kaja	KFo
Faglio, Phil	PFo
Frazier, Dan	DFr
Gallegos, Randy	RGa
Gelan, Daniel	DGe
Hampton, Justin	JHa
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masness, Phillip	PMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Organ-Keon, Margaret	MOK
Poole, Mark	MPo
Raabe, Mike	MRa
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSh
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Né Né	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Wackwitz, Bryon	BWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, L.A.	LWi
Willich, Dameon	DWi

## CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SOR	Sorcery

## SET ABBREVIATIONS

A	Alpha Limited
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
DK	The Dark
FE	Fallen Empires
4th	Fourth Edition
IA	Ice Age
LG	Legends
R	Revised
U	Unlimited

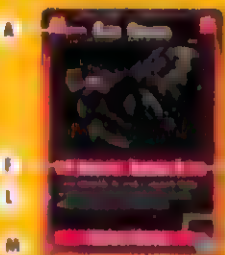
# PLAYERS GUIDE

## SPOTLIGHT:

# RAGE

### RAGE CARD DESCRIPTION

- A. Card Name:** The name of the character or card.
- B. Renown:** The value or experience of the card. A card is worth its renown in victory points.
- C. Tribe:** The tribe of werewolves to which the character or card belongs.
- D. Auspice:** The phase of the moon under which the character was born.
- E. Breed:** The natural form of the character.
- F. Rage:** Just how much it takes to piss off the character. For damage cards, this is the minimum requirement for a non-bluff attack.
- G. Gnosis:** For characters, the strength of their connection to the spiritual world. Many Gift and Equipment cards have minimum Gnosis requirements.
- H. Health:** The amount of damage it takes to kill a character.
- I. Type:** Certain cards fall under a specific category that is referred to by other cards.
- J. Requirements:** For some cards, the tribe, auspice or breed required to use them.
- K. Damage:** The amount of damage dealt by a combat card.
- L. Special Abilities:** For many cards, specific information on their function in the game.
- M. Artist:** The guy or gal who brought the card to life!
- N. Hologram:** Completely useless trademark of Upper Deck, the card printers.



Here are the artists for:

## RAGE

[illegible]

B	Drew Tucker	DTU
	E. Allen Smith	EAS
	Erin Dixon	EDW
	John Bridges	JBR
	John Lobb	JCo
	James Daley	JDo
	Jason Feas	JFe
E	Joshua Gabriel Timbrook	JGT
L	Jeff Hall	JHo
N	John Nelson	JMa
	Jeff Minkuski	JMi
I	Steve Munton	JMy
L	Jeff Rebbe	JRe
	John A. Snyder	JSn
	James Lee Newsum	JTa
	John Van Fleet	JVF
G	Ken Meyer	KMe
	Kevin Muhs	KMu
J	Kathleen Ryan	KRY
N	Thomas Alan Williams	TAW
	Joe M. Smith	JS
	Chris McQuinn	JMc
	Christopher Shelby	JSh
	Mike Scherer	MCh
	Mark Spence	MDO
	Mark Thompsonburg	MTD
	Max Winters	MWo
R	Mark Johnson	MJo
I	Mark Miller	MM-
N	Markus Johnson	MP
	Michael Pyle	MPa
	Jim H. Parker	JHP
	Richard Anne Langston	RLA
	Prosser	PPr
Alv	Ron Spencer	RSP
A.L.	Ron Stoen	RSt
A.Mu	Raymond Thomas	RTA
A.N.	Steven P. Beebe	SBr
A.Pa	Nate	Nat
Ani	Patricia Conroy	PCo
B.Dr	Theresa	TH
C.	Tom	To
H.	Tom	Th
La	Tom	TL
Lo	Tom	TL
W.	Tom	TW

# INQUEST

## players guide

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>ARTIFACTS</b>													
<b>Aeolipile</b> 1, T: Sacrifice Aeolipile to deal 2 damage to any target.	ART	R	●●●	HHu	1	FE	<b>Celestial Prism</b> 2, T: Provides 1 mana of any color (play as an interrupt).	ART	U	●●●●	AWe	3	A,B,U,R,4TH
<b>Al-Obara's Carpet</b> 5, T: Prevent all damage done to you by attacking non-flying creatures.	ART	R	●●●●	KFo	5	LG	<b>Chaos Orb</b> 1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.	ART	R	●●●●	MTe	2	A,B,U
<b>Aladdin's Lamp</b> X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.	ART	U	●●●	MTe	10	AN,R,4TH	<b>City in a Bottle</b> Remove all Arabian Nights cards from play; prevent new ones from being put into play.	ART	R	●	DTu	2	AN
<b>Aladdin's Ring</b> 8, T: Do 4 damage to any target.	ART	U	●●●	Dfr	8	AN,R,4TH	<b>Clay Statue</b> 2: Regenerates. 3/1.	AC	C	●●●	IMy	4	AQ,4TH
<b>Alchor's Tomb</b> 2, T: Change the color of target permanent you control.	ART	R	●●●●	HMc	4	LG	<b>Clockwork Avian</b> Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which tops Avian. 0/4.	AC	R	●●●	RAF	5	AQ,4TH
<b>Amulet of Kroog</b> 2, T: Prevent 1 damage to any target.	ART	C	●●	MOK	2	AQ,4TH							
<b>Ankh of Mishra</b> Do 2 damage to any player who puts a new land into play.	ART	R	●●	AWe	2	A,B,U,R,4TH							
<b>Arena of the Ancients</b> Top all Legends when casting Arena. Legends do not untap normally during untap phase.	ART	R	●●	TWb	3	LG							
<b>Armageddon Clock</b> Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on clock. Anyone may spend 4 during any upkeep to remove a counter.	ART	U	●●	AWe	6	AQ,R,4TH							
<b>Ashnod's Altar</b> 0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).	ART	U	●	AMa	3	AQ							
<b>Ashnod's Battle Gear</b> 2: Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear untapped.	ART	U	●●	MPo	2	AQ, 4TH							
<b>Ashnod's Transmogrifier</b> Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrifier after it has been used.	ART	U	●●●	MTe	1	AQ							
<b>Balm of Restoration</b> 1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.	ART	R	●●	MOK	2	FE							
<b>Barl's Cage</b> 3: Target creature does not untap as usual in its controller's next untap phase.	ART	R	●●●●	TWb	4	DK							
<b>Basalt Monolith</b> T Add 3 to your mana pool. Spend 3 to untap at any time.	ART	U	●●●	IMy	3	A,B,U,R							
<b>Battering Ram</b> Bonds when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.	AC	C	●●●	IMe	2	AQ,4TH							
<b>Black Lotus</b> T: Discard to add 3 mana of any single color to your mana pool.	ART	R	●●●●●	CRu	0	A,B,U							
<b>Black Mana Battery</b> 2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).	ART	R	●●●	AMa	4	LG,4TH							
<b>Black Vise</b> Do 1 damage for each card over four opponent has in hand during upkeep.	ART	U	●●●●	RTh	1	A,B,U,R,4TH							
<b>Blue Mana Battery</b> 2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).	ART	R	●●●	AWe	4	LG,4TH							
<b>Bone Flute</b> T: Give all creatures -1/-0 until end of turn.	ART	U	●●	CRu	2	DK							
<b>Book of Rass</b> 2: Sacrifice 2 life to draw 1 card.	ART	U	●●	SEv	6	DK							
<b>Battle of Suleiman</b> 1: Flip a coin. If opponent wins, do 5 damage to you and discard Battle of Suleiman. Otherwise, immediately replace Battle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.	ART	R	●●●	IMy	4	AN,R							
<b>Brass Man</b> Pay 1 during upkeep to untap 1/3.	AC	U	●●●	CRu	1	AN,R,4TH							
<b>Bronze Horse</b> Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature.	AC	R	●●	MPo	7	LG							
<b>Bronze Tablet</b> 4: Target an opponent's card in play, remove target card from game (play as an interrupt). You now own target card and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.	ART	R	●	TWb	6	AQ,4TH							
<b>Candelabra of Tawnos</b> X: Untap X separate lands.	ART	R	●●●●●	DSh	1	AQ							



**Elemental Augury:** It's a Sylvan Library... no, it's a Natural Selection... no, it's both! Use this enchantment as many times as you want. Spend three mana every turn to keep one of your opponent's cards buried in a library, and spend another three to give yourself a nice selection of cards every turn. Two great tastes rolled into one!

ELEMENTAL AUGURY

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Dancing Scimitar</b> Flying. 1/5.	AC	R	●●●	AMa	4	AN,R,4TH
<b>Dark Sphere</b> T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.	ART	U	●●●●	MTe	0	DK
<b>Delif's Cone</b> T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.	ART	U	●●	MTe	0	FE
<b>Delif's Cube</b> 2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.	ART	R	●●●●	MTe	0	FE
<b>Diabolic Machine</b> 3: Regenerates 4/4.	AC	U	●●	AMa	7	DK,4TH
<b>Dingus Egg</b> Whenever anyone loses a land, do 2 damage to that player for each lost land.	ART	R	●●	Dfr	4	A,B,U,R,4TH
<b>Disrupting Scepter</b> 3: Opponent must discard 1 card of his choice. Can only be used during turn of controller.	ART	R	●●●	Dfr	3	A,B,U,R,4TH
<b>Dragonian Cylx</b> 2: Randomly discard a card from your hand to regenerate target creature.	ART	R	●●	EBe	2	FE
<b>Dragon Engine</b> 2: +1/+0 until end of turn. 1/3.	AC	C	●●	AMa	3	AN,R,4TH
<b>Ebony Horse</b> 2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.	ART	R	●	DWi	3	AN,R,4TH
<b>Elven Lyre</b> 1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.	ART	R	●●●	KFo	2	FE
<b>Feldon's Cane</b> 0: Reshuffle your graveyard into your library. Remove Feldon's Cane from game when it is used, returning it to its owner's deck after the game is over.	ART	U	●●●●	MTe	1	AQ
<b>Felhar Stone</b> 1: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).	ART	U	●●●●	QHo	2	DK,4TH
<b>Flying Carpet</b> 2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.	ART	R	●●●●	MTe	4	AN,R,4TH
<b>Forcefield</b> 1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.	ART	R	●●●●●	Dfr	3	A,B,U
<b>Forethought Amulet</b> Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.	ART	R	●●●	MBa	5	LG
<b>Fountain of Youth</b> 2, T: Gain 1 life.	ART	U	●●●●	DGe	0	DK
<b>Gauntlet of Might</b> All mountains produce an extra mana. Give all red creatures +1/+1.	ART	R	●●●●	CRu	4	A,B,U
<b>Gauntlets of Chaos</b> Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.	ART	R	●●●●	Dfr	5	LG
<b>Glasses of Urza</b> T: Look at opponent's hand. No, his cards!	ART	U	●●●	DSh	1	A,B,U,R,4TH
<b>Golgathian Sylex</b> 1: Discard all Antiquities cards, including Golgathian Sylex, from play.	ART	R	●●●	KKa	4	AQ
<b>Grospesh Catapult</b> T: Do 1 damage to a target flying creature. 2/3.	AC	C	●●●	Dfr	4	AQ,4TH
<b>Green Mana Battery</b> 2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).	ART	R	●●●	CRu	4	LG,4TH
<b>Helm of Chaztuck</b> 1, T: Give one creature banding ability until end of turn.	ART	R	●●●	MTe	1	A,B,U,R,4TH
<b>Hive, The</b> 5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.	ART	R	●●●	SEv	5	A,B,U,R,4TH
<b>Horn of Deafening</b> 2, T: Target creature deals no damage in combat this turn.	ART	R	●●●●	Dfr	4	LG
<b>Howling Mine</b> Everyone must draw an extra card during his or her draw phase.	ART	R	●●●●	MPo	2	A,B,U,R,4TH
<b>Icy Manipulator</b> 1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.	ART	U	●●●●●	DSh	4	A,B,U
<b>Illusionary Mask</b> X: Summon a creature face down. You may add X mana to the costing to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.	ART	R	●●●	AWe	2	A,B,U
<b>Implements of Sacrifice</b> 1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.	ART	R	●●●	MOK	2	FE
<b>Iron Star</b> 1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.	ART	U	●●	Dfr	1	A,B,U,R,4TH
<b>Ivory Cup</b> 1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.	ART	U	●●	AMa	1	A,B,U,R,4TH

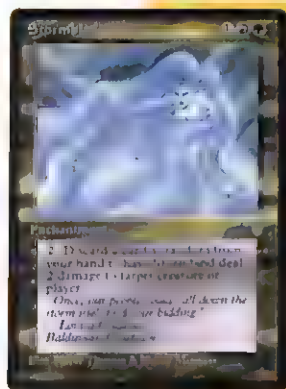






## players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
graveyard from the game.						
Tower of Coireall	ART	U	●●	Dfr	2	DK
1: Make target creature unblockable by walls until end of turn.						
Triassic Egg	ART	R	●●●	Dfr	4	LG
3, T. Sacrifice Triassic Egg to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						
Triskelion	AC	R	●●●●	DSh	6	AQ, 4TH
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.						
Urza's Avenger	AC	R	●●●●	AWe	6	AQ, 4TH
0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are cumulative. 4/4						
Urza's Chalice	ART	C	●●	JMe	1	AQ
1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.						



STORMBIND



BRAINSTORM

Urza's Miter	ART	R	●●	RAF	3	AQ
3. Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.						
Voodoo Doll	ART	R	●●	SEv	6	LG
Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T. Do X damage to one target.						
Wall of Spears	AC	C	●●	SEv	3	AQ, 4TH
First strike, counts as a wall. 2/3						
Wand of Ith	ART	U	●●●●	QHo	4	DK
3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.						
War Barge	ART	U	●●●●	TW4	4	DK
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.						
Weakstone	ART	U	●●	JHo	4	AQ
All attacking creatures lose -1/0. Those creatures with power less than 1 deal no damage.						
White Mana Battery	ART	R	●●●	AWa	4	LG, 4TH
2, T. Add a counter to White Mana Battery. 1. Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).						
Winter Orb	ART	R	●●●	MTe	2	A, B, U, R, 4TH
Each player may only untap up to 1 land during untap phase.						
Wooden Sphere	ART	U	●●	MTe	1	A, B, U, R, 4TH
1. Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.						
Yotian Soldier	AC	C	●●●	CRu	3	AQ, 4TH
Yotian Soldier does not tap when attacking. 1/4						
Zelyon Sword	ART	R	●●●	SKG	3	FE
3, T. Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your opponent's turn.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
<b>BLACK</b>						
Abomination	SC	U	●●●	MTe	BB3	LG, 4TH
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.						
Abyss, The	EW	R	●●●	PVe	B3	LG
Each player must bury a target non-artifact creature he or she controls during upkeep.						
All Hallow's Eve	EN	R	●●●	CRu	BB2	LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.						
Animate Dead	EC	U	●●●●	AMa	B1	A, B, U, R, 4TH
Bring a creature from any graveyard into play on your side with -1 power.						
Armor Thrull	SC	C	●●●●	MuB	B2	FE
1: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKI, JMe, RSp, PVe. 1/3.						
Artifact Possession	EA	C	●●	CRu	B2	AQ
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.						
Ashes to Ashes	SOR	U	●●●	DTu	BB1	DK, 4TH
Remove two non-artifact creatures from the game and lose 5 life.						
Bad Moon	EN	R	●●●	JMy	B1	A, B, U, R, 4TH
All black creatures in play get +1/+1.						

**Stormbind & Brainstorm:** How incredible is Stormbind? You discard a card at random, pay two mana, and do two damage to any target. Sure, the discarding part hurts, but with Brainstorm, you can fuel up on cards to sling your opponent's way, plus protect two cards from being lost by placing them atop your library.

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
Darkness	INS	C	●●●	HMc	B	LG
Creates attack and block as normal but deal no damage.						
Darkpact	SOR	R	●●●●	QHo	BB8	A, B, U, R
Swap your topmost undrawn card with either ante card.						
Deathgrip	EN	U	●●●	AMa	BB	A, B, U, R, 4TH
BB: Counter a green spell (play as an interrupt).						
Deathlace	INT	R	●●●	SEv	B	A, B, U, R, 4TH
Change the color of one card being played or in play to block.						
Demonic Attorney	SOR	R	●●	DGe	B	A, B, U, R
Unless opponent concedes game, both players must draw an extra ante card.						
Demonic Hordes	SC	R	●●●●	JMy	BBB3	A, B, U, R
1: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.						
Demonic Torment	EC	U	●●●	AMa	B2	LG
Target creature deals no damage during combat and may not attack in play or						
Demonic Tutor	SOR	U	●●●●	DSh	B1	A, B, U, R
Choose one card from your library, then reshuffle your library.						
Derebor	SC	R	●●	AMa	B3	FE
Your black spells cost an additional B. 4/4.						
Drain Life	SOR	C	●●●	DSh	B1X	A, B, U, R, 4TH
Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.						
Drudge Skeletons	SC	C	●●●●	SEv	B1	A, B, U, R, 4TH
B: Regenerates. 1/1.						
Eater of the Dead	SC	U	●●●	JMy	B4	DK
Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.						
Ebon Praetor	SC	R	●●●	RAF	B4	FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.						
El-Hajjaj	SC	R	●●●	DWi	BB1	AN, R, 4TH
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.						
Erg Raiders	SC	C	●●	DWi	B1	AN, R, 4TH
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they are summoned. 2/3.						
Evil Eye Orbs-By-Gore	SC	U	●●	JMy	B4	LG
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.						
Evil Presence	EL	U	●●●	SEv	B	A, B, U, R, 4TH
Target land is now a basic swamp.						
Fallen, The	SC	U	●●	JMy	BBB1	DK
During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.						
Fallen Angel	SC	U	●●●●	DSh	BB3	FE
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.						
Fear	EC	C	●●●●	MPo	BB	A, B, U, R, 4TH
Only block or artifact creatures may block target creature.						
Frankenstein's Monster	SC	R	●●	AMa	BBX	DK
Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.						
Frozen Shade	SC	C	●●●	DSh	B2	A, B, U, R, 4TH
B: +1/+1 until end of turn. 0/1.						
Gate to Phyrexia	EN	U	●●●	SEv	BB	AQ
Sacrifice one of your creatures during your upkeep to destroy any one artifact.						
Ghosts of the Damned	SC	C	●●	EBa	BB1	LG
T: Make target creature -1/0 until end of turn. 0/2.						
Giant Slug	SC	C	●●●	AMa	B	LG
5: Give Slug landwalk ability of your choice on your next turn. 1/1.						
Gloom	EN	U	●●●●	Dfr	B2	A, B, U, R, 4TH
0/1. White spells and white enchantment activation costs now require 3 extra mana.						
Glyph of Doom	INS	C	●●	SVC	B	LG
Creatures blocked by target wall are destroyed after combat.						
Grave Robbers	SC	R	●●●	QHo	BB1	DK
B, T. Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.						
Greed	EN	R	●●●	PVe	B3	LG, 4TH
B. Draw an extra card and sacrifice 2 life.						
Guardian Beast	SC	R	●●●●	XMe	B3	AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.						
Hasran Ogress	SC	C	●●	Dfr	BB	AN
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.						
Haunting Wind	EN	U	●●	JMe	B3	AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.						
Headless Horseman	SC	C	●●	QHo	B2	LG
2/2						
Hell Swarm	INS	C	●●	CRu	B	LG
Make all creatures -1/0 until end of turn.						
Hell's Caretaker	SC	R	●●●●	SEv	B3	LG
1. Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.						
Hellfire	SOR	R	●●●●	PVe	BBB2	LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.						



Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Description	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Description	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Description
Horror of Horrors	EN	U	***	MTe	BB3	LG	Sacrifice a swamp to regenerate a black creature.	Hearte	EN	U	***	MTe	BB3	LG	If Hearte attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Hearte deals no damage. Artists: Cbu, RSp, DTu, 2/2	Sewers of Estark	INS	R	***	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn.
Howl from Beyond	INS	C	***	MPo	BX		Target creature gains +X/+0 until end of turn. Artists: Lda, QHo, SGr, Svc.	Nether Shadow	SC	R	***	Cbu	BB	A,B,U,R,4TH	If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1	Shimmer Night Stalker	SC	U	***	JMy	BB3	LG	If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.
Hymn to Taurach	SOR	C	***	MuH	BB	FE	Target player randomly discards two cards in hand. Artists: Lda, QHo, SGr, Svc.	Nether Void	EW	R	***	HMc	B3	LG	Counter all spells unless their casters pay an extra 3.	Shimmer Night Stalker	SC	U	***	JMy	BB3	LG	Redirect all damage done to you from a creature to Shimmer Night Stalker instead. 4/4
Hypnotic Specter	SC	U	***	DSh	BB1	A,B,U,R,4TH	Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2	Netting In	SC	U	***	QHo	B2	A,B,U,R	T Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1	Simulacrum	INS	U	***	MPo	B1	A,B,U,R,4TH	Retroactively invert all damage done to you this turn to one of your creatures.
Imprison	EC	R	***	CRu	B	LG	1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.	Nightmare	SC	R	****	MBe	B5	A,B,U,R,4TH	Flying. Power and toughness equal number of swamps controller has in play. */*	Sinkhole	SOR	C	***	SEv	BB	A,B,U	Destroy a land.
Infernal Medusa	SC	U	***	AMa	BB3	LG	Destroy all non-wall creatures blocking or blocked by Medusa. 2/4								Sorceress Queen	SC	R	*****	KFo	BB1	AN,R,4TH	T Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1	



**Kjeldoran Snowbeast & Foxfire:** The Snowbeast is a white bear-like creature that can be sacrificed to destroy all creatures blocking or blocked by it. The Foxfire is a white bear-like creature that can be sacrificed to destroy all creatures blocking or blocked by it.

## KJELDORAN SNOWBEAST

## FOXFIRE

Initiates of the Ebon Hand	SC	C	***	MuH	B	FE	1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: Lda, Xfo, Hlu, 1/1.
Inquisition	SOR	C	***	AMa	B2	DK	Examine target player's hand. Do 1 damage to for each white card in hand.
Jovial Evil	SOR	R	**	CRu	B2	LG	Do 2 damage to opponent for each white creature opponent controls
Junun Efreet	SC	U	***	CRu	BB1	AN,4TH	Flying. Pay BB during upkeep or Junun Efreet is destroyed 3/3
Juzam Djinn	SC	R	****	MTe	BB2	AN	Lose 1 life during upkeep. 5/5.
Khabal Ghoul	SC	R	****	DSh	B2	AN	Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.
Lesser Werewolf	SC	U	***	QHo	B3	LG	B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability 2/4.
Lich	EN	R	**	DGe	BBB8	A,B,U	Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.
Lord of the Pit	SC	R	***	MTe	BBB4	A,B,U,R,4TH	Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7
Lost Soul	SC	C	**	RAF	BB1	LG,4TH	Swampwalk. 2/1.
Marsh Gas	INS	C	*	DSh	B	DK,4TH	Make all creatures -2/-0 until end of turn.
Mindstab Thrull	SC	C	***	MuH	BB1	FE	If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: Hlu, RKF, MTe 2/2
Mind Twist	SOR	R	****	JBa	BX	A,B,U,R,4TH	Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X
Mold Demon	SC	R	*	JMy	BB5	LG	Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon 6/6.
Murk Dwellers	SC	C	***	DTu	B3	DK,4TH	If Murk Dwellers attack and are not blocked, they gain +2/+0 2/2
Nameless Race	SC	R	***	QHo	B3	DN	Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards */*
Necrite	SC	C	**	MuH	BB1	FE	

Order of the Ebon Hand	SC	C	***	MuH	BB	FE	Protection from white BB +1/+0 until end of turn. B first strike until end of turn. Artists: MBe, RSp, KSp 2/1
Oubliette	EN	C	***	DSh	BB1	AN	Place target creature out of play.
Paralyze	EC	C	***	AMa	B	A,B,U,R,4TH	Target creature doesn't untap as normal (creature's controller spends 4 to untap during upkeep. Top target's controller chooses which is lost)
Pestilence	EN	C	****	JMy	B2	A,B,U,R,4TH	B Do 1 damage to each creature and all players
Physixian Gremialis	SI	C	***	MuH	B	AN	1: Tap an artifact. As long as Gremialis remains tapped, this creature does not untap normally during its controller's untap phase. You may choose not to untap (Gremialis 1/1)
Pit Scorpion	SC	C	***	SC	B	AN	If Pit Scorpion damages opponent, opponent gains poison counter. Opponent loses game if he or she ever has 10 or more poison counters.
Plague Bats	SC	C	**	AMa	B2	A,B,U,R,4TH	Power and toughness equal number of Plague Bats in play.
Priest of Yawgmoth	SC	C	*	MTe	B1	AG	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Quagmire	EN	U	***	CRu	B	AN	Prevents with swampwalk may be blocked.
Rag Man	SC	C	***	QHo	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Rain of Blood	SC	C	***	QHo	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Royal Assassin	SC	C	***	QHo	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Sacrifice	SC	C	***	QHo	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Scathe Zombies	SC	C	***	QHo	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Scavenging Ghoul	SC	C	***	QHo	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Season of the Witch	SC	C	***	QHo	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Seraph	SC	C	***	QHo	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.

Sewers of Esterik	INS	R	***	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.
Shannon Night Stalker	SC	U	***	JMy	BB3	LG	Redirect all damage done to you from a creature to Shannon Night Stalker instead. 4/4
Semulocrum	INS	U	***	MPo	B1	A,B,U,R,4TH	Retrospectively divert all damage done to you this turn to one of your creatures.
Sinkhole	SOR	C	***	SEv	BB	A,B,U	Destroy a land.
Sorceress Queen	SC	R	****	KFo	BB1	AN,R,4TH	1: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1
Soul Exchange	SOR	U	***	AWo	BB	FE	Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.
Spirit Shackles	EC	U	**	EBo	BB	LG,4TH	Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.
Stone-Throwing Devils	SC	C	***	KMe	B	AN	First strike 1/1
Syphon Soul	SOR	C	***	MBe	B2	LG	Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.
Talkkhemaggot	EC	U	**	DGe	BB2	LG	Put a -1/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Talkkhemaggot. If no new targets exist, Talkkhemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Talkkhemaggot enchanted.
Terror	INS	C	***	RSp	B1	A,B,U,R,4TH	Bury target creature. Cannot target black or artifact creatures.
Thrull Champion	SC	R	****	DGe	B4	FE	1: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2
Thrull Retainer	EC	U	***	RSp	B	FE	Gain threat creature +1/+1. Sacrifice Thrull Retainer to regenerate.
Thrull Wizard	SC	U	**	AMa	B2	FE	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Touch of Darkness	INS	U	***	PVo	B0	LG	Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.
Tourach's Chant	EN	U	***	RSp	BB1	FE	Do 3 damage to any player who puts a forest into play without tapping it.
Tourach's Gate	SC	C	***	SEv	BB	FE	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Transmutation	SC	C	***	QHo	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Underworld Dreams	INS	U	***	R	BBB	LG	Do damage to opponent for each and down.
Unholy Strength	EC	C	***	DSh	B	A,B,U,R,4TH	Target creature gains +2/+1.
Vampire Bats	SC	C	***	AMa	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Walking Dead	SC	C	***	QHo	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Wall of Bone	SC	U	**	AMa	B2	A,B,U,R,4TH	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Wall of Patrol Hubs	SC	U	**	AMa	B2	A,B,U,R,4TH	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Wall of Shadow	SC	C	***	PVo	BB	FE	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Wall of Tombstones	SC	U	**	QHo	B1	FE	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Ward Artifact	SC	C	***	AMa	BB	A,B,C,R,4TH	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Wardens	SC	C	***	DSh	BB	A,B,U,R,4TH	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Ward, The Ward	SC	C	***	AMa	B	A,B,U,R,4TH	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Word of Binding	SC	C	***	QHo	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.
Word of Destruction	SC	C	***	QHo	B	AN	1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost.

●/● Restricted/Banned  
AC Artifact Creature

ART Artifact  
EA Enchant Artifact

EN Enchantment  
FE Enchantment

LG Land Creature  
SC Sorcery Creature

SI Sorcery Creature  
SOR Sorcery Creature

SW Swamp Creature  
T Trample

U Uncommon  
V Vampire

W Wall  
X X

Y Y  
Z Z



## players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.						
<b>Worms of the Earth</b>	EN	R	•	AMa	BBB2	DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						
<b>Wretched, The</b>	SC	R	•••	CRu	BB3	LG
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.						
<b>Xenic Poltergeist</b>	SC	R	•••	Dfr	BB1	AQ, 4TH
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.						



## Barbarian Guides &amp; Arcum's Weathervane:

The Barbarian Guide can give any creature you control the snow-covered landwalking ability of your choice. Arcum's Weathervane can turn any non-snow-covered land into snow-covered land (and vice versa). See what we're getting at?

## BARBARIAN GUIDES

## ARCUM'S WEATHERVANE

<b>Yavgmoth Demon</b>	SC	R	••	Sev	BB4	AQ
Flying, first strike. During your upkeep, sacrifice one of your artifacts. Yavgmoth Demon taps to do 2 damage to you. 6/6						
<b>Zombie Master</b>	SC	R	••	JMa	BB1	A,B,U,R,4TH
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3						

<b>Acid Rain</b>	SOR	R	•••	NTh	U3	LG
Destroy all forests in play.						
<b>Air Elemental</b>	SC	U	••••	RTh	UU3	A,B,U,R,4TH
Flying, 4/4.						
<b>Amnesia</b>	SOR	U	•••	MPo	UUU3	DK
Examine target player's hand. Target discards all non-land cards in hand.						
<b>Ancestral Recall</b>	INS	R	•••••	MPo	U	A,B,U
Target player must draw 3 cards.						
<b>Animate Artifact</b>	EA	U	•••	DSh	U3	A,B,U,R,4TH
Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
<b>Anti-Magic Aura</b>	EC	C	••••	DSh	U2	LG
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.						
<b>Apprentice Wizard</b>	SC	C	•••	Dfr	UU1	DK, 4TH
U, T: Add 3 to your mana pool (play as an interrupt). 0/1						
<b>Azure Drake</b>	SC	U	•••	Dfr	U3	LG
Flying, 2/4.						
<b>Backfire</b>	EC	U	••	BSn	U	LG, 4TH
For each point of damage done you take from target creature Backfire does a point of damage to creature's controller.						
<b>Blue Elemental Blast</b>	INT	C	•••	RTh	U	A,B,U,R,4TH
Counter a red spell being cast or destroys a red card in play.						
<b>Boomerang</b>	INS	C	••••	BSn	UU	LG
Return target permanent to owner's hand.						
<b>Braincage</b>	SOR	R	••••	MTo	UUU	A,B,U,R,4TH
Target player must draw X cards.						
<b>Brine Hag</b>	SC	U	••	QHo	UU2	LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Clone</b>	SC	U	••••	JBo	U3	A,B,U,R
Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*						
<b>Control Magic</b>	EC	U	•••••	DWt	UU2	A,B,U,R,4TH
Control target creature until enchantment is discarded or game ends.						
<b>Copy Artifact</b>	EN	R	••••	AWe	U1	A,B,U,R,4TH
Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.						
<b>Counterspell</b>	INT	U	•••••	MPo	UU	A,B,U,R,4TH
Counter target spell as it is being cast.						
<b>Creature Bond</b>	EC	C	••	AMa	U1	A,B,U,R,4TH
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						
<b>Dance of Many</b>	EN	R	•••	Sev	UU	DK
When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
<b>Dandon</b>	SC	C	•	DTu	UU	AN
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.						
<b>Deep Spawn</b>	SC	U	•••	MTe	UUU5	FE
Triamble. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Flash Counter</b>	INT	C	•••	HMc	U1	LG
Counter target interrupt or instant spell.						
<b>Flash Flood</b>	INS	C	•	TWt	U	LG
Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.						
<b>Flight</b>	EC	C	••••	AMa	U	A,B,U,R,4TH
Target creature now has flying.						
<b>Flood</b>	EN	C	•••	DDe	U	DK, 4TH
UU: Tap target non-flying creature.						
<b>Flying Men</b>	SC	C	••••	CRu	U	AN
Flying, 1/1.						
<b>Force Spike</b>	INT	C	••	BWa	U	LG
Counter target spell unless its caster spends 1 extra colorless mana.						
<b>Gaseous Form</b>	EC	C	••	Pfo	U2	LG
Target creature deals no damage in combat.						
<b>Ghost Ship</b>	SC	U	••••	TWt	UU2	DK, 4TH
Flying, UUU: Regenerates. 2/4.						
<b>Giant Shark</b>	SC	C	••	TWt	U5	DK
When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is banished immediately whenever its controller controls no islands. 4/4						
<b>Giant Tortoise</b>	SC	C	••	Kfo	U1	AN, 4TH
+0/+3 while untapped. 1/1.						
<b>Glyph of Delusion</b>	INS	C	•	SVC	U	LG
Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.						
<b>High Tide</b>	INS	C	••••	Mkt	U	FE
All islands produce an additional U until end of turn.						
Artists: AMa, DTu, AWe.						
<b>Homarid</b>	SC	C	•	Mkt	U2	FE
Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWa. 2/2.						
<b>Homarid Shaman</b>	SC	R	•••	AWe	UU2	FE
U: Tap target green creature. 2/1.						
<b>Homarid Spawning Bed</b>	EN	U	••••	DSh	UU	FE
UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						
<b>Homarid Warrior</b>	SC	C	•	Mkt	U4	FE
U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase.						
Artists: RAF, DGe, DSh. 3/3.						
<b>Hurkyl's Recall</b>	INS	R	•••	NTh	U1	AQ, R, 4TH
Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.						
<b>In the Eye of Choo</b>	EW	R	•	CRu	U2	LG
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.						
<b>Invisibility</b>	EC	C	••••	AMa	UU	A,B,U
Target creature may only be blocked by walls.						
<b>Invoke Prejudice</b>	EN	R	•••	HMc	UUUU	LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.						
<b>Island Fish Jascarius</b>	SC	R	••	JMy	UUU4	AN, R, 4TH
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.						
<b>Jump</b>	INS	C	••	MPo	U	A,B,U,R,4TH
Target creature has flying until end of turn.						
<b>Juxtapose</b>	SOR	R	•••	JMa	U3	LG
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.						
<b>Land Equilibrium</b>	EN	R	•••	JMy	UU2	LG
If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.						
<b>Leviathan</b>	SC	R	•••	MTe	UUUU5	DK, 4TH
Triamble. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.						
<b>Lifetap</b>	EN	U	••••	AMa	UU	A,B,U,R,4TH
Gain 1 life whenever opponent taps a forest.						
<b>Lord of Atlantis</b>	SC	R	••••	MBu	UU	A,B,U,R,4TH
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2						
<b>Magical Hack</b>	INT	R	•••••	JBo	U	A,B,U,R,4TH
Change the text of a card being played or in play by switching one basic land type with another.						
<b>Mahamoti Djinn</b>	SC	R	•••••	Dfr	UU4	A,B,U,R,4TH
Flying 5/6						
<b>Mona Drain</b>	INT	U	•••••	MTe	UU	LG
Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.						
<b>Mona Short</b>	INS	R	••••	DWt	U2	
All opponent's lands are tapped, opponent's mana pool is emptied. Opponent is not damaged by unsent mana.						







## players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
UW2: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.						
Water Wurm	SC	C	•	RSp	U	DK
Water Wurm gains +0/+1 if opponent controls an island. 1/1.						
Zephyr Falcon	SC	C	•	HW	U1	LG,4TH
Flying. Does not tap to attack. 1/1.						

## GREEN

Aisling Leprechaun	SC	C	•	QHo	G	LG
All creatures blocking or blocked by Leprechaun become green. 1/1.						
Arboria	EW	U	•	DGe	GG2	LG
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.						
Argothian Pixies	SC	C	•	AWe	G1	AQ
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.						
Argothian Treefolk	SC	C	•	AWe	GG3	AQ
Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.						
Aspect of Wolf	EC	R	•	JMe	G1	A,B,U,R,4TH
Increase target creature's power and toughness by half the number of forests caster has in play.						
Avoid Fate	INT	C	•	PfO	G	LG
Counter target interrupt or enchantment targeting a permanent you control.						
Barbary Apes	SC	C	•	BWa	G1	LG
2/2.						
Berserk	INS	U	•	Dfr	G	A,B,U
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.						
Birds of Paradise	SC	R	•	MPo	G	A,B,U,R,4TH
Flying. T: Add one mana of any color to your mana pool. 0/1.						
Camoouflage	INS	U	•	JMy	G	A,B,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						
Carnivorous Plant	SC	C	•	QHo	G3	DK,4TH
Counts as a wall. 4/5						
Cat Warriors	SC	C	•	MBe	GG1	LG
Forestwalk. 2/2						
Channel	SOR	U	•	RTh	GG	A,B,U,R,4TH
Add 1 colorless mana to your pool for each life point you sacrifice.						
Citadel Druid	SC	U	•	JMe	G1	AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1						
Cockatrice	SC	R	•	Dfr	GG3	A,B,U,R,4TH
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.						
Cocoon	EC	U	•	MTa	G	LG
Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.						
Concordant Crossroads	EW	R	•	AWe	G	LG
Creatures may attack or tap during the turn they are brought into play.						
Crow Giant	SC	U	•	CRu	GGGG3	LG
Trample. Rampage: 2. 6/4						
Crumble	INS	C	•	JMy	G	AQ,R,4TH
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.						
Crow Wurm	SC	C	•	DGe	GG4	A,B,U,R,4TH
6/4						
Cyclone	EN	R	•	MTa	GG2	AN
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
Deadfall	EN	U	•	NTh	G2	LG
Creatures with forestwalk may be blocked.						
Desert Twister	SOR	U	•	SVC	GG4	AN,R,4TH
Destroy any one card in play.						
Drop of Honey	EN	R	•	AMa	G	AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
Durkwood Boars	SC	C	•	AKu	G4	LG,4TH
4/4						
Elven Fortress	EN	C	•	MuH	G	FE
G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPo, PVe, TWb						
Elven Riders	SC	U	•	MBe	GG3	LG,4TH
Cannot be blocked except by wolds and flying creatures. 3/3						
Elves of Deep Shadow	SC	U	•	JMy	G	DK
T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1						
Elvish Archers	SC	R	•	AMa	G1	A,B,U,R,4TH
First strike. Mispint: Alpha version listed power and toughness as						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
1/2. 2/1.						
Emerald Dragonfly	SC	C	•	QHo	G1	LG
Flying. GG: First strike until end of turn. 1/1.						
Elvish Farmer	SC	R	•	RKF	G1	FE
Put a spare counter on Elvish Farmer during your upkeep. Remove 3 spare counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.						
Elvish Hunter	SC	C	•	MuH	G1	FE
G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC. 1/1.						
Elvish Scout	SC	C	•	MuH	G	FE
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.						
Erhnam Djinn	SC	R	•	KMe	G3	AN
Give forestwalk to an opponent's creature until next upkeep. 4/5.						
Eureka	SOR	R	•	Kfo	GG2	LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.						
Fastbond	EN	R	•	MPo	G	A,B,U,R,4TH
Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.						
Feral Thallid	SC	U	•	RAI	GGG3	FE
Put a spare counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.						
Fire Sprites	SC	C	•	JBa	G1	LG
Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.						
Floral Spuzzem	SC	U	•	RAI	G3	FE
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.						
Fog	INS	C	•	JMy	G	A,B,U,R,4TH
Creatures do not affect one another in combat.						
Force of Nature	SC	R	•	DSh	GGGG2	ABUR,4TH
Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.						
Fungal Bloom	EN	R	•	DGe	GG	FE
GG: Put a spare counter on target Fungus.						
Fungusaur	SC	R	•	DGe	G3	A,B,U,R,4TH
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.						
Gaea's Avenger	SC	R	•	PVe	GG1	AQ
*=number of artifacts opponent has in play. *+1/*+1.						
Gaea's Liege	SC	R	•	DSh	GGG3	ABUR,4TH
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play, when attacking, power and toughness equal number of forests defending opponent has in play. */*.						
Gaea's Touch	EN	C	•	MPo	GG	DK
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).						
Ghazbon Ogre	SC	C	•	JMy	G	AN
During controller's upkeep, Ghazbon Ogre switches to the control of the player with the most life. 2/2						
Giant Badger	SC	R	•	Lda	GG1	BOOK
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Grizzly Bears	SC	C	•	JMe	G1	A,B,U,R,4TH
2/2.						
Hidden Path	EN	R	•	RAI	GGGG2	DK
All green creatures gain forestwalk.						
Hornet Cobra	SC	C	•	SEv	GG1	LG
First strike. 2/1.						
Hurricane	SOR	U	•	DW	GX	A,B,U,R,4TH
Do X damage to all players and flying creatures.						
Ice Storm	SOR	U	•	Dfr	G2	A,B,U
Destroy any one land.						
Ichneumon Druid	SC	U	•	MBe	GG1	LG
Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1						
Ith-Biff Efreel	SC	R	•	JMy	GG2	AN
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.						
Instill Energy	EC	U	•	DW	G	A,B,U,R,4TH
Untap target creature one extra time per turn; target may attack when it comes into play.						
Ironroot Treefolk	SC	C	•	JMy	G4	A,B,U,R,4TH
3/5.						
Killer Bees	SC	U	•	Pfo	GG1	LG,4TH
Flying. G: Give Bees +1/+1 until end of turn. 0/1.						
Kudzu	EL	R	•	MPo	GG1	A,B,U,R
When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.						
Land Leeches	SC	C	•	QHo	GG1	DK,4TH
First strike. 2/2.						
Ley Druid	SC	U	•	SEv	G2	A,B,U,R,4TH
T: Untap a land of your choice (play as an interrupt). 1/1.						
Lifelore	EN	U	•	DW	GG	A,B,U,R,4TH
GG: Counter a block spell as it is being cast (play as an interrupt).						
Lifelore	INT	R	•	AWe	G	A,B,U,R,4TH
Changes the color of one card in play to green.						
Living Artifact	EA	R	•	AMa	G	A,B,U,R,4TH
Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.						
Living Lands	EN	R	•	JMy	G3	A,B,U,R,4TH
Treat all forests in play as 1/1 creatures that can be tapped for G.						
Living Plane	EW	R	•	BWa	GG	LG
Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.						
Llanowar Elves	SC	C	•	AMa	G	A,B,U,R,4TH
T: Add G to your mana pool. Played as an interrupt. 1/1.						
Lure	EC	U	•	AMa	GG1	A,B,U,R,4TH
All creatures that can block target creature must do so.						
Lurker	SC	R	•	AMa	G2	DK
Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.						
Marsh Viper	SC	C	•	RSp	G3	DK,4TH
Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.						
Master of the Hunt	SC	R	•	JMe	GG2	LG
GG2. Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.						



## ORCLISH CANNONEERS

## CIRCLE OF PROTECTION. RED

Giant Growth	INS	C	•	SEv	G	A,B,U,R,4TH
Target creature gets +3/+3 until end of turn.						
Giant Spider	SC	C	•	SEv	G3	A,B,U,R,4TH
Doesn't fly, but can block flying creatures. 2/4						
Giant Turtle	SC	C	•	JMe	GG1	LG
Giant Turtle may not attack if it did so during your last turn. 2/4						
Glyph of Reincarnation	INS	C	•	SVC	G	LG
Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play unless attacker is tapped. Play after combat.						

Metamorphosis	SOR	C	•	CRu	G	AN
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.						
Moss Monster	SC	C	•	JMy	GG2	LG
3/6						
Nat's Asp	SC	C	•	CRu	G	AN,4TH
If Nat's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1						
Natural Selection	INS	R	•	MPo	G	A,B,U
Look at the top 3 cards of any library. You may then shuffle						

**Orclish Cannoneers & Circle of Protection:**  
**Red:** We've said it before and we'll say it again: Orcs, as a whole, suck.  
 But when you combine the Orclish Cannoneers, 1/3 pingers that can shoot for two but sting you for three, with a COP: Red, you can make life real unpleasant for your rival.







## players guide

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
your turn). 3/5.						
• Halfdane Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */.	SC	R	****	MB	BUW1	LG
• Hazezon Tamar On your first upkeep after Hazezon Tamar is put in play, put a Sand Warrior token in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.	SC	R	****	RKF	GRW4	LG
• Hunting Gjornersen Rampage: 1. 5/4.	SC	U	***	RTH	UU13	LG
• Jacques le Vert Make all your green creatures +0/+2. 3/2.	SC	R	****	ARU	GRW1	LG
• Jasmine Borel 4/5.	SC	U	**	RKF	GW3	LG
• Jedit Ojanen 5/5.	SC	U	***	MP	UWW4	LG
• Jerrard of the Closed Fist 6/5.	SC	U	***	ARU	GGR1	LG
• Johan If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.	SC	R	****	MT	GRW3	LG
• Kasimir the Lone Wolf 5/3.	SC	U	*	RKF	UW4	LG
• Kei Takahashi Prevent up to 2 damage to target creature. 2/2.	SC	R	***	SK	GW2	LG
• Lady Caleria T: Do 3 damage to target attacking or blocking creature. 3/6	SC	R	****	BW	GGW3	LG
• Lady Evangela BW, T: Target creature deals no damage this turn during combat. 1/2.	SC	R	***	MP	BUW	LG
• Lady of the Mountain 5/5.	SC	U	**	RKF	GR4	LG
• Lady Orca 7/4.	SC	U	**	SEv	BRS	LG
• Livanya Silone First strike, legendary landwalk. 4/4.	SC	R	***	RKF	GRR2	LG
• Lord Magnus First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.	SC	U	***	MT	GW3	LG
• Marhaull Eldragon Rampage: 1. 4/6.	SC	U	**	MP	GRR3	LG
• Marsh Goblins Swampwalk. 1/1.	SC	C	**	QHo	BR	DK
• Nebuchadnezzar Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3	SC	R	****	RKF	BU3	LG
• Nicol Bolos Flying. An opponent damaged by Nicol Bolos must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolos. 7/7	SC	R	***	EB	BBUUR2	LG
• Palladia-Mors Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7	SC	R	***	EB	GRRWY2	LG
• Pavel Maliki BR: Give Pavel Maliki +1/+0 until end of turn. 5/3	SC	U	*	ARU	BR4	LG
• Princess Lucrezia T: Add U to your mana pool (play as an interrupt). 5/4	SC	U	*	SEv	BUU3	LG
• Ragnar UGW, T: Regenerate target creature. 2/2	SC	R	***	MB	BGW	LG
• Ramirez DePietro First strike. 4/3	SC	U	***	Pf	BBU3	LG
• Romes Overdark T: Destroy a target creature with an enchantment on it. 4/3	SC	R	***	RKF	BBU2	LG
• Rospurin Dreamweaver Put 7 counters on Rospurin when put in play. Remove a counter to prevent 1 damage to Rospurin or add 1 to your mana pool (play as an interrupt). Add a counter to Rospurin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rospurin. 4/1	SC	R	**	ARU	UW4	LG
• Riven Turnbull T: Add B to your mana pool (play as an interrupt). 5/7	SC	U	**	RKF	BU5	LG
• Rohgahh of Kher Keep All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control. 5/5	SC	R	***	EB	BBRR2	LG
• Rubinia Soulsinger T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play. (Target creature cannot be untapped.) You may choose to leave Rubinia Soulsinger tapped. 5/5	SC	R	****	RAI	UGW2	LG
Starwood Goblins 2/2	SC	C	**	RKF	LG	LG

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
• Sir Shandor of Eberyn 4/7.	SC	U	**	ARU	GW4	LG
• Sivitri Scarzam 6/4.	SC	U	**	NTH	BU5	LG
• Sulfonar Swamp King Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.	SC	R	****	RKF	BUR2	LG
• Stang Put Stang Twin token in play when casting Stang. Stang Twin token is a 3/4 green and red legend. Remove Stang Twin token from game if Stang leaves play. 3/4.	SC	R	****	MP	GR4	LG
• Sunastion Falconer T: Add 2 to your mana pool. 4/4.	SC	U	**	CRU	GR3	LG
• Tetsuo Umezawa BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.	SC	R	****	JBo	BUR	LG
• Tobias Andrian 4/4.	SC	U	**	ARU	UW3	LG
• Tor Wauki T: Do 2 damage to attacking or blocking creature. 3/3.	SC	U	***	RAF	BBR2	LG
• Tarsten Van Ursus 5/5.	SC	U	**	MP	GGW3	LG
• Tukir Deathlock Flying, GR, T: Give target creature +2/+2 until end of turn. 2/2.	SC	R	****	Lda	GRR	LG
• Ur-Drago First strike. Creatures with swampwalk may be blocked. 4/4.	SC	R	***	CRU	BBU3	LG
• Vaeivictis Asmadi Flying, B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaeivictis Asmadi. 7/7	SC	R	***	ARU	BBRRG2	LG
• Xira Arien Flying GRB, T: Make target player draw a card. 1/2.	SC	R	***	MB	BRG	LG

## RED

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Active Yokano Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.	INS	C	*	BSn	R	LG
Arathi Berserker Rampage: 3. 2/4.	SC	U	**	MB	RRR2	LG
Aladdin RR1: Steal artifact. 1/1.	SC	R	****	JBo	RR2	AN
Ali Baba R: Tap a wall. 1/1	SC	U	***	JBo	R	AN,4TH
• Ali from Cairo You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.	SC	R	****	MP	RR2	AN
Artifact Blast Counter any artifact as it is being cast.	INT	C	*	MP	R	AQ
Atog 0: +2/+2, sacrifice one of your artifacts in play. 1/2.	SC	C	**	Jmy	R1	AQ,R
Backdraft Do half the damage (round down) done by one sorcery to the sorcery's caster.	INS	U	***	BSn	R1	LG
Ball Lightning Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.	SC	R	****	QHo	RRR	DK,4TH
Beasts of Bogardan Protection from red. Gains +1/+1 if opponent controls white cards. 3/3	SC	U	***	DGe	R4	LG
Bird Maiden Flying. 1/2	SC	C	**	JMe	R2	AN,4TH
Blazing Effigy When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3	SC	C	**	SVC	R1	LG
Blood Lust Make target creatures +4/-4 until end of turn. This makes toughness no lower than 1	INS	C	****	AMA	R1	LG,4TH
Blood Moon Turn all non-basic lands into basic mountains while Blood Moon is in play.	EN	R	****	TW	R2	DK
Brassclaw Orcs Cannot be assigned to block creatures of power greater than 1. Artists: RAI (two versions), Dfr, Hlu 3/2	SC	C	*	Mu	R2	FE
Brothers of Fire RR1: Do 1 damage to any target as well as 1 damage to you. 2/2	SC	C	**	MT	RR1	DK,4TH
Brute, The Target creature gains +1/+0. RRR: Regenerates.	EC	C	***	MP	R1	LG,4TH
Burrowing Target creature gains mountainwalk.	EC	C	***	MP	R	A,B,U,R,4TH
Cave People Cave People get +1/2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4	SC	U	***	Dfr	RR1	DK,4TH
Caverns of Despair No player may attack with more than 2 creatures; not block with more than 2 creatures per turn.	EN	P	**	HJW	RR2	LG
Chain Lightning Do 3 damage to target. Whenever Chain Lightning does damage, the target gets +1/+0 until end of turn. (If the target is a creature, it also gets +1/+0 until end of turn.) 3 damage to a target of his or her choosing.	SC	C	**	SK	R	LG
Chooselace Changes the color of a card being played or in play to red.	INT	R	***	DW	R	A,B,U,R,4TH

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Crevasse Creatures with mountainwalk may be blocked.	EN	U	**	RAI	R2	LG
Crimson Kobolds Crimson Kobolds are red creatures. 0/1.	SC	C	*	AMA	O	LG
Crimson Monticore Flying, R: T: Do 1 damage to target attacking or blocking creature. 2/2.	SC	R	***	DGe	RR2	LG,4TH
Crookshank Kobolds Crookshank Kobolds are red creatures. 0/1.	SC	C	*	CRU	O	LG
Desert Nomads Desertwalk. Immune to damage from Deserts. 2/2.	SC	C	**	CRU	R2	AN
Detonate Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.	SOR	U	**	RAF	RX	AQ,4TH
Disharmony Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.	INS	R	***	BW	R2	LG



ORCISH LIBRARIAN

**Orcish Librarian:** Is this stupid or... Wait a second, this could actually be useful! So what if you have to chuck four cards from the game! Use the Librarian to arrange the four surviving cards on top of your library in the order you want. When you've drawn your fave rare cards, use the Librarian again. You're almost guaranteed to be drawing a decent card every turn. Maybe these Orcs aren't so bad after all...

Disintegrate Do X damage to a target. If target dies this turn, it is removed from game.	SOR	C	****	AMA	RX	A,B,U,R,4TH
Dwarven Seng Change the color of any number of target creatures to red until end of turn.	INS	U	**	Dfr	R	LG
Dragon Whelp Flying, R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.	SC	U	****	AW	RR2	A,B,U,4TH
Dwarven Armorer R: T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	****	BW	R	FE
Dwarven Catapult Does X damage, divided evenly among all of your opponent's creatures (round down).	INS	U	***	JMe	RX	FE
Dwarven Demolition Team T: Destroy a wall.	SC	U	***	KBr	R2	A,B,U
Dwarven Lieutenant R1: Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	*	JMe	RR	FE
Dwarven Soldier If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAI, RAF 2/1	SC	C	**	DSh	R1	FE
Dwarven Weaponsmith T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1	SC	U	***	MP	R1	AQ,R
Dwarven Warriors T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.	SC	C	****	DSh	R2	A,B,U,R,4TH
Earth Elemental 4/5	SC	U	***	Dfr	RR3	A,B,U,R,4TH
Earthbind Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.	EC	C	***	QHo	R	A,B,U,R
Earthquake Do X damage to all players and non-flying creatures in play.	SOR	R	***	Dfr	RX	A,B,U,R,4TH







# players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
Destroy target artifact.						
Shatterstorm	SOR	R	•••	MPo	RR2	AQ,R
Bury all artifacts in play. Artifact creatures may not be regenerated.						
Shivan Dragon	SC	R	•••••	MBE	RR4	A,B,U,R,4TH
Flying, R: +1/+0. 5/5.						
Sisters of the Flame	SC	C	••••	JMy	RR1	DK,4TH
T: Add R to your mana pool (play as an interrupt). 2/2.						
Smoke	EN	R	•••	JMy	RR	A,B,U,R,4TH
Each player may only untap one creature during untap phase						
Spinal Villain	SC	R	•••	AMa	R2	LG
T: Destroy target blue creature. 1/2.						
Stone Giant	SC	U	•••	DWi	RR2	A,B,U,R,4TH
T: Give one of your creatures with power less than Stone Giant's toughness flying until end of turn. Target creature, which can increase its power after it gains flying ability, is killed at end of turn. 3/4.						
Stone Rain	SOR	C	•••	DGe	R2	A,B,U,R,4TH
Destroy any one land.						
Storm World	EW	R	••	CRu	R	LG
Do 1 damage to any player for each card below 4 in hand during upkeep						
• Tempest Eftect	SC	R	•	NTh	RRR1	LG,4TH
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Eftect in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Eftect in caster's graveyard. 3/3.						
Tunnel	SOR	U	••	Dfr	R	A,B,U,R,4TH
Bury one wall.						
Two-Headed Giant of Foriys	SC	R	••••	AMa	R4	A,B,U
Trample. May block two creatures in combat. 4/4						
Uthden Troll	SC	U	••••	DSh	R2	A,B,U,R,4TH
R: Regenerates. 2/2.						
Wall of Dust	SC	U	••	RTh	R2	LG,4TH
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.						
Wall of Earth	SC	C	••••	RTh	R1	A,B,U,R,4TH
0/6.						
Wall of Fire	SC	U	•••	RTh	RR1	A,B,U,R,4TH
R: +1/+0. 0/5.						
Wall of Heat	SC	C	•••	RTh	R2	A,B,U,R,4TH
2/6.						
Wall of Opposition	SC	R	•••	HMc	RR3	LG
T: +1/+0 until end of turn. 0/6.						
Wall of Stone	SC	U	•••	Dfr	RR1	A,B,U,R,4TH
0/8						
• Wheel of Fortune	SOR	R	•••••	DGe	R2	A,B,U,R
All players must discard their hands and draw seven new cards						
Windseeker Centaur	SC	R	•••	AMa	RR1	BOOK
Does not tap to attack. 2/2						
Winds of Change	SOR	R	•••	JHo	R	LG,4TH
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
Yavien Eftect	SC	R	•	DTu	RRR	AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Yavien Eftect blocks. 3/6						

## WHITE

Abu Ja'far	SC	R	••••	KMa	W	AN
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1						
Akron Legionnaire	SC	R	••	MPo	WW6	LG
Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4						
Alabaster Potion	INS	C	••••	HMc	WWX	LG,4TH
Give target player X life or prevent X damage to target creature or player						
Amrou Kithkin	SC	C	••	QHo	WW	LG,4TH
Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1						
Angelic Voices	EN	R	•••	JBo	WW2	LG
Give all your creatures +1/+1 if you control only white or artifact creatures						
Angry Mob	SC	C	••••	DTu	WW	LG,4TH
Trample. During Angry Mob's controller's turn, it may attack all swamps at opponents' cost. 0/4						
Animate Wall	EC	R	••	DSh	W	LG,4TH
Target wall may now attack						
Argivian Archaeologist	SC	P	•••••	AMa	WW	R
2, T: Bring an artifact from your graveyard to your hand.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
Argivian Blacksmith	SC	C	••	KMa	WW1	AQ
T: Negate 2 damage to target artifact creature. 2/2.						
Armageddon	SOR	R	•••••	JMy	W3	A,B,U,R,4TH
Destroy all lands in play.						
Army of Allah	INS	C	••••	BSn	WW1	AN
+2/+0 to all attacking creatures until end of turn.						
Artifact Ward	EC	C	••	DSh	W	AQ
Target creature may not be blocked by artifact creatures. Damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.						
• Balance	SOR	R	•••••	MPo	W1	A,B,U,R,4TH
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Benalish Hero	SC	C	•••	DSh	W	A,B,U,R,4TH
Bands. 1/1.						
Black Ward	EC	U	••••	Dfr	W	A,B,U,R,4TH
Target creature gains protection from black.						
Blaze of Glory	INS	R	•••	RTh	W	A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.						
Blessing	EC	R	••••	JBo	WW	A,B,U,R,4TH
W: +1/+1.						
Blood of the Martyr	INS	U	•	CRu	WWW	DK
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Ward	EC	U	•••	Dfr	W	A,B,U,R,4TH
Target creature gains protection from blue.						
Brainwash	EC	C	••	PVe	W	DK,4TH
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Camel	SC	C	•	Sev	W	AN
Bands. Camel gives immunity to Desert damage to all those bonded with it. 0/1.						
Castle	EN	U	•••	DWi	W3	A,B,U,R,4TH
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Artifacts	EN	U	••••	PVe	W1	A,B,U,R,4TH
2. Prevent all damage against you from an artifact source.						
Circle of Protection: Black	EN	C	••••	JMy	W1	A,B,U,R,4TH
1. Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	•••	DWi	W1	A,B,U,R,4TH
1. Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	•••	Sev	W1	A,B,U,R,4TH
1. Prevent all damage to you from one green source.						



## ESSENCE VORTEX

Circle of Protection: Red	EN	C	••••	MTe	W1	A,B,U,R,4TH
1. Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	•••	DSh	W1	A,B,U,R,4TH
1. Prevent all damage to you from one white source.						
Cleansing	SOR	R	••••	Pfo	WW2	LG
Destroy all non-creature artifacts in play.						
Cleansing	SC	R	•••	PVe	WWW	DX
All lands destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
Clergy of the Holy Nimbus	SC	C	••	DGe	W	LG
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1						
Combat Medic	SC	C	••••	MuM	W2	FE
W1. Prevent 1 damage to a player or creature. Artists: LBo						
AN: 0/2						
Consecrate Land	EC	U	••••	MTe	W	A,B,U
Target land becomes a basic land. 1/1						
Conversion	SC	C	••••	JMy	WW	A,B,U,R,4TH
All creatures with power greater than 2 are destroyed. Play before defense is chosen.						
Crusade	SC	R	••••	MPo	WWA,B,U,R,4TH	
All creatures with power greater than 2 are destroyed.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
D'Avenant Archer	SC	C	••••	DSh	W2	LG
T: Do 1 damage to attacking or blocking creature. 1/2						
Damping Field	EN	U	•••	JHo	W2	AQ
No one may untap more than one artifact in each of his or her own untap phases.						
Death Ward	INS	C	••••	MPo	W	A,B,U,R,4TH
Regenerates target creature.						
Disenchant	INS	C	•••••	AWo	W1	A,B,U,R,4TH
Destroy target enchantment or artifact.						
• Divine Intervention	EN	R	•••	AWo	WW6	LG
Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.						
Divine Offering	INS	C	••••	JMe	W1	LG
Destroy target artifact, gaining life equaling casting cost of artifact.						
Divine Transformation	EC	U	••••	NTh	WW2	LG,4TH
Give target creature +3/+3.						
Dust to Dust	SOR	C	•••	DTu	WW1	DK
Remove any two target artifacts from the game.						
Elder Land Wurm	SC	R	•••	QHo	WWW4	LG,4TH
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.						
Enchanted Being	SC	C	•	DSh	WW1	LG
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.						
Equinox	EL	C	••	SYC	W	LG
Tap target land to counter a spell that destroys your land (play as an interrupt).						
Exorcist	SC	R	•••	DTu	WW	DK
W1. T. Destroy target black creature. 1/1.						
Eye for an Eye	INS	R	••••	MPo	WW	AN,R,4TH
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.						
Farmland	EL	R	•	MPo	WWW	A,B,U
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.						
Farrel's Mantle	EC	U	•••	AWo	W2	FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.						
Farrel's Zealot	SC	C	••	MuM	WW1	FE
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBo, MBe, RKF. 2/2.						
Farrelite Priest	SC	U	•••	Pfo	W2	FE
1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3						



## DARK BANISHING

Dark Banishing	EN	U	••	DSh	W	DK
Take 2 life if you skip your draw phase. Destroy Banishing if you draw a card for any reason or when it has been in play for 5 of your upkeeps						
Festival	INS	C	••	MPo	W	DK
Opponent may not declare an attack this turn. Play during opponent's upkeep.						
Fire and Brimstone	INS	U	••	JMe	WW3	DK
Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.						
Fortified Area	EN	C	••	RAF	WW1	LG
Give all your walls +1/+0 and banding.						
Glyph of Life	INS	C	••	SVC	W	LG
Add to your life points damage done to target wall by attacking creatures						
Great Defender	INS	U	••	MPo	W	LG
Give target creature +0/+X until end of turn, where X is the creature's casting cost						
Great Wall	EN	U	•	Sev	W2	LG
Creatures with plainswalk may be blocked						
Greater Realm of Preservation	EN	U	••••	NTh	W1	LG

## Essence Vortex & Dark Banishing

Dark Banishing: This one's fun. Does your opponent have a med um or big creature that looks to be your undoing? Good. First, zap that sucker with Essence Vortex, which will kill that bad boy unless your opponent pays its toughness in life. If they pay the fee, say, "Oh, I'm sorry, I meant to cost... this!" and nail 'em with a Dark Banishing Finish with, "My mistake. Sorry."



Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Green Ward</b> W1: Prevent all damage to you from a red or black source. Target creature gains protection from green.	EC	U	***	Dfr	W	ABUR,4TH	<b>Karma</b> Do 1 point of damage to a player for each swap he or she has in play during his or her upkeep.	EN	U	****	Rth	WW2	ABUR,4TH	<b>Paralyze</b> Change the color of one card being played or in play to white.	INT	R	***	Sev	W	ABUR,4TH
<b>Guardian Angel</b> Negate X damage dealt to a target. Pstt: put this card next to Paralyze.	INS	C	***	AMA	WX	ABUR	<b>Keepers of the Faith</b> 2/3.	SC	C	**	DGe	WW1	LG	<b>Rapid Fire</b> Give target creature first strike and Rampage 2 until end of turn. Play before defense is chosen.	INS	R	***	JMo	W3	LG
<b>Hand of Justice</b> T: Top 3 target white creatures you control to destroy any target creature. 2/6.	SC	R	****	MBe	W5	FE	<b>King Solomon</b> T: Destroy an Effort or Djinn. 1/1.	SC	R	**	MPo	W1	AN	<b>Rad Ward</b> Target creature gains protection from red.	EC	U	****	Dfr	W	ABUR,4TH
<b>Healing Salva</b> Gain 3 life, or negate up to 3 damage dealt to a target.	INS	C	***	Dfr	W	ABUR,4TH	<b>Kismet</b> All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	****	KTo	W3	LG 4TH	<b>Remove Enchantments</b> Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.	INS	C	***	BSn	W	LG
<b>Heaven's Gate</b> Change the color of one or more target creatures to white until end of turn.	INS	U	**	DSH	W	LG	<b>Knights of Thorn</b> Protection from red, banding. 2/2.	SC	R	****	CBo	W3	DK	<b>Rampant Blacksmith</b> Protection from red. 1/2.	SC	R	***	DTo	W1	AN
<b>Heroism</b> Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.	EN	U	**	MPo	W2	FE	<b>Lance</b> Target creature gains first strike.	EC	U	**	Ru	W	ABUR	<b>Resurrection</b> Take a creature from your graveyard and put it directly into play as if just summoned.	SOR	U	****	DW:	WW2	ABUR
<b>Holy Armor</b> Target creature gains +0/+2. W: +0/+1.	EC	C	***	MBe	W	ABUR,4TH	<b>Land Tax</b> If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	R	****	BSn	W	LG,4TH	<b>Reverse Damage</b> All damage you have taken from any one source is added to, not subtracted from, your life total.	INS	R	****	DW:	WW1	ABUR,4TH
<b>Holy Day</b> Creatures attack and block as normal but deal no damage.	INS	C	***	JMo	W	LG	<b>Lifeblood</b> Take 1 life whenever opponent taps a mountain.	EN	R	****	MTa	WW2	LG	<b>Reverse Polarity</b> All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.	INS	C	***	JMo	WW	AQ,R
<b>Holy Light</b> Give all non-white creatures -1/-1 until end of turn.	INS	C	**	DTu	W2	DK	<b>Martyr's Cry</b> Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.	SOR	R	***	JMo	WW	DK	<b>Righteous Avengers</b> Plainswalk. 3/1.	SC	U	***	HBo	W4	LG
<b>Holy Strength</b> Target creature gains +1/+2.	EC	C	***	AMA	W	ABUR,4TH	<b>Martyrs of Korlis</b> damage done to you by artifacts is vested done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/4.	SC	U	***	MOK	WW3	AQ	<b>Righteousness</b> Target defending creature gets +7/+7 until end of turn.	INS	R	****	DSH	W	ABUR,4TH
<b>Iconian Infantry</b> 1: Gains bonding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRu, DSh, DTu. 1/1.	SC	C	**	MuLi	W	FE	<b>Mesa Pagodas</b> Flying, bands. 1/1.	SC	C	****	MBe	W1	ABUR,4TH	<b>Sancti Healer</b> T: Prevent 1 damage to any target. 1/1.	SC	C	***	TWb	W1	ABUR,4TH
<b>Iconian Javelineers</b> When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.	SC	C	**	MuLi	W	FE	<b>Miracle Worker</b> T: Destroy target enchantment on one of your creatures. 1/1.	SC	C	***	RSa	W	DK	<b>Savannah Lions</b> 2 1.	SC	R	***	DGe	W	ABUR,4TH
<b>Iconian Lieutenant</b> W1: Give target Soldier +1/+0 until end of turn. 1/2.	SC	R	**	PVa	WW	FE	<b>Moot</b> Non-flying creatures cannot attack.	EN	R	****	JMo	WW2	LG	<b>Soular</b> Target creature may only be blocked by white or artifact creatures.	EC	C	***	MPo	WW2	LG,4TH
<b>Iconian Moneychanger</b> Lose 3 life when casting and put 3 counters on Iconian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, DTu. 0/2.	SC	C	***	MuLi	W	FE	<b>Moorish Cavalry</b> Temple. 3/3.	SC	C	***	DW:	WW2	AN	<b>Serra Angel</b> Flying. Does not tap to attack. 4/4.	SC	U	****	DSH	WW3	ABUR,4TH
<b>Iconian Phoenix</b> Bands. 2/4.	SC	U	***	KFo	W4	FE	<b>Morale</b> Give all attacking creatures +1/+1 until end of turn.	INS	C	**	MPo	WW1	DK 4TH	<b>Shadraxel</b> Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.	SOR	R	**	KTo	WW	AN
<b>Iconian Priest</b> W1: Make target creature +1/+1 until end of turn. 1/1.	SC	U	***	DTu	W	FE	<b>Northern Paladin</b> WW. T: Destroy a black card in play. 3/3.	SC	R	***	DSH	WW2	ABUR,4TH	<b>Shield Wall</b> Give all your creatures +0/+2 until end of turn.	INS	U	**	DSH	W1	LG
<b>Iconian Scout</b> 1, T: Give target creature first strike until end of turn. Artists: RAJ, Pfo, RKF, DSh. 1/1.	SC	C	***	MuLi	W	FE	<b>Order of Leobur</b> Protection from black. WW. +1/+0 until end of turn. W: First strike until end of turn. Artists: RAJ, BWo (two versions). 2/1.	SC	C	***	MuLi	WW	FE	<b>Spirit Link</b> Take 1 life for every point of damage target creature does.	EC	U	****	KFo	W	LG,4TH
<b>Iconian Skirmishers</b> Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	SC	R	***	HBo	W3	FE	<b>Osai Vultures</b> Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.	SC	U	**	Dfr	W1	LG,4TH	<b>Spiritual Sanctuary</b> Any player controlling points takes 1 life during his or her upkeep.	EN	R	***	AWb	WW2	LG
<b>Iconian Town</b> Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	****	TWb	W5	FE	<b>Periled Unicorn</b> 2/2.	SC	C	**	CBo	W2	ABUR,4TH	<b>Squire</b> 1/1.	SC	C	**	DGe	W1	DK
<b>Indestructible Aura</b> Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	**	MPo	W	LG	<b>Personal Incarnation</b> If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life. Jound up the loss. 4/4.	SC	R	***	ED:	WWNS	ABUR,4TH	<b>Swords to Plowshares</b> Remove target creature from game (creature's controller gains life equal to its power).	INS	U	****	JMo	W	ABUR,4TH
<b>Infinite Authority</b> After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.	EC	R	**	DSH	WW	LG	<b>Petra Sphinx</b> T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it goes into his or her hand; otherwise, it goes to the graveyard.	SC	R	**	Sev	WW2	LG	<b>Thunder Spirit</b> Flying. First strike. 2/2.	SC	R	****	RAF	WW1	LG
<b>Island Sanctuary</b> If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	EN	R	**	MPo	W1	ABUR,4TH	<b>Piety</b> +0/+3 to all defending creatures until end of turn.	INS	C	**	MPo	W2	AN,4TH	<b>Tirador - Crusade</b> Flying. First strike. 2/2.	SOR	U	**	DGe	WW1	DK
<b>Ivory Guardians</b> Protection from red. Make all guardians +1/+1 if opponent controls red cards.	SC	U	***	MBe	WW4	LG	<b>Pikemen</b> Banding. First strike. 1/1.	SC	C	***	BDa	W	4TH	<b>Tundra Wolves</b> 1/1.	SC	C	**	QMo	W	LG,4TH
<b>Jihad</b> +2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.	EN	R	****	BSn	WW	AN	<b>Preacher</b> T: Gain control of an opponent's creature. Opponent chooses what creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.	SC	R	***	QMo	WW1	DK	<b>Veteran Bodyguard</b> Bodyguard unless Banding. 1/1.	SC	R	****	BSn	WWNS	ABUR



WHITEOUT



PIT TRAP



LANDS



## players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
as if one had attacked and the other blocked in combat.						
<b>Badlands</b>	LAN	R	****	RAI		AB,UR
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						
<b>Bayou</b>	LAN	R	****	JMy		AB,UR
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.						
<b>Bazaar of Baghdad</b>	LAN	R	**	JMa		AN
T: Draw 2 cards from your library; immediately discard 3 cards from your hand.						
<b>Bottomless Vault</b>	LAN	R	***	PMo		FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
<b>Cathedral of Serra</b>	LAN	U	*	MPo		LG
All your white legends may band with other legends.						
<b>City of Brass</b>	LAN	R	****	MTe		AN
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.						
<b>City of Shadows</b>	LAN	R	**	TWz		DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.						
<b>Desert</b>	LAN	C	***	JMy		AN
T: Add 1 T. Do 1 damage to any attacking creature after it deals damage.						
<b>Diamond Valley</b>	LAN	R	*****	BSn		AN
T: Sacrifice a creature to gain life equal to its toughness.						
<b>Dwarven Hold</b>	LAN	R	***	PMo		FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.						
<b>Dwarven Ruins</b>	LAN	U	*	MPo		FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.						
<b>Ebon Stronghold</b>	LAN	U	*	MPo		FE
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.						
<b>Elephant Graveyard</b>	LAN	R	***	RAI		AN
T: Add 1 T. Regenerate an Elephant or Mammoth.						
<b>Forest</b>	LAN	C	---	CRu		AB,UR,4TH
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.						
<b>Hammerheim</b>	LAN	U	****	BWz		LG
Legendary T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.						
<b>Havenwood Battleground</b>	LAN	U	*	MPo		FE
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.						
<b>Hollow Trees</b>	LAN	R	***	PMo		FE
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.						
<b>Isolation Store</b>	LAN	R	***	PMo		FE
Comes into play tapped. You may leave Isolation Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.						
<b>Island</b>	LAN	R	---	MPo		AB,UR,4TH
T: Add U to your mana pool.						
<b>Island of Wak-Wak</b>	LAN	R	*****	DSH		AN
T: Reduce the power of one flying creature to 0 until end of turn.						
<b>Karakas</b>	LAN	U	****	Nla		LG
Legendary T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.						
<b>Library of Alexandria</b>	LAN	R	*****	MPo		AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.						
<b>Maze of Ith</b>	LAN	U	****	AAw		DF
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.						
<b>Mishra's Factory</b>	LAN	U	****	KFo,PMo		AO,4TH
T: Add 1 to your mana pool or, if you are a <i>Legendary Worker</i> , +1/+1 until end of turn. T: Mishra's Factory becomes <i>Assembly Worker</i> . 2/2 artifact creature, until end of turn. Still considered a <i>factory</i> well. Spring, fall, and winter pictures.						
<b>Mishra's Workshop</b>	LAN	R	***	KFo		AO
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.						
<b>Mountain</b>	LAN	C	---	DSH		AB,UR,4TH,AN
T: Add R to your mana pool. Two Alpha versions, three versions in other sets.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Mountain Stronghold	LAN	U	*	TWz		LG
All your red legends may band with other legends.						
<b>Oasis</b>	LAN	U	***	BSn		AN,4TH
T: Negate 1 damage to any creature.						
<b>Pendelhaven</b>	LAN	U	****	BWz		LG
Legendary T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.						
<b>Plains</b>	LAN	C	---	JMy		AB,UR,4TH
T: Add W to your mana pool. Two Alpha versions, three versions in other sets.						
<b>Plateau</b>	LAN	R	****	DFu		AB,UR
T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.						
<b>Rainbow Vale</b>	LAN	R	***	KFo		FE
T: Add 1 mana of any color to your pool. Rainbow Vale passes to opponent at end of turn.						
<b>Ruins of Trokair</b>	LAN	U	*	MPo		FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.						
<b>Safe Haven</b>	LAN	R	****	CRu		DK
2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.						
<b>Sand Silos</b>	LAN	R	***	PMo		FE
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.						
<b>Savannah</b>	LAN	R	****	RAI		AB,UR
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.						
<b>Swamp</b>	LAN	R	****	JMy		AB,UR
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.						
<b>Seafarer's Quay</b>	LAN	U	*	TWz		LG
All your blue legends may band with other legends.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Urborg	LAN	U	***	BWz		LG
Legendary T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.						
<b>Urza's Mine</b>	LAN	C	**	AAw		AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.						
<b>Urza's Power Plant</b>	LAN	C	**	MTz		AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.						
<b>Urza's Tower</b>	LAN	C	**	MPo		AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.						
<b>Volcanic Island</b>	LAN	R	****	BSn		AB,UR
T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.						

## ICE AGE

## ARTIFACTS

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<b>Adarkar Sentinel</b>	AC	U	***	MBz	5	IA
1: +0/+1 until end of turn. 3/3.						
<b>Aegis of the Meek</b>	ART	R	***	LWz	3	IA
1, T: Give a 1/1 creature +1/+2 until end of turn.						
<b>Amulet of Quoz</b>	ART	R	**	DFz	6	IA
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.						
<b>Arum's Sleight</b>	ART	U	***	TWz	1	IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.						



ARCUM'S WHISTLE



SERAPH

**Arcum's Whistle & Seraph:** Your adversary have a neat-looking small or mid-sized critter out? Wait until he's tapped out or real low on mana, then toot Arcum's Whistle, inviting the creature to attack. Block with Seraph, and voila, you've got another mouth to feed. (Is that why Seraph's smiling?)

<b>Sorrow's Path</b>	LAN	R	*	RAF		DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.						
<b>Strip Mine</b>	LAN	U	****	DGo		AO,4TH
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.						
<b>Sylvanite Temple</b>	LAN	U	*	MPo		FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sylvanite Temple to add UU to your mana pool.						
<b>Swamp</b>	LAN	C	---	DFz		AB,UR,4TH
T: Add B to your mana pool. Two Alpha versions, three versions in other sets.						
<b>Taiga</b>	LAN	R	****	RAI		AB,UR
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.						
<b>Tabernacle of Pendrell Vale</b>	LAN	R	***	Nla		LG
Legendary T: Add W to your mana pool. T: During upkeep, remove Tabernacle of Pendrell Vale from the game. If it is not removed, it is removed at the beginning of the next upkeep.						
<b>Tropical Island</b>	LAN	R	****	JMy		AB,UR
T: Add either U or G to your mana pool. Treat as both a Forest and a Swamp.						
<b>Tundra</b>	LAN	R	****	JMy		AB,UR
T: Add either W or W to your mana pool. Treat as both an Island and a Plains.						
<b>Underground Sea</b>	LAN	R	****	RAI		AB,UR
T: Add either B or U to your mana pool. Treat as both a Swamp and a Water.						
<b>Unholy Citadel</b>	LAN	U	*	MPo		LG
All your black legends may band with other legends.						

<b>Arcum's Weatherane</b>	ART	U	**	TWz	2	IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type.						
<b>Arcum's Whistle</b>	ART	U	***	QHo	3	IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.						
<b>Barbed Sextant</b>	ART	C	***	AAw	1	IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.						
<b>Baton of Morale</b>	ART	U	***	DSH	2	IA
2: Give target creature banding until end of turn.						
<b>Celestial Sword</b>	ART	R	**	AAw	6	IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.						
<b>Crown of the Ages</b>	ART	R	****	DFz	2	IA
4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change.						
<b>Despotic Scepter</b>	ART	R	***	RTh	1	IA
T: Bury target permanent you own.						
<b>Elkin Bottle</b>	ART	R	*	QHo	3	IA
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.						
<b>Fyndhorn Bow</b>	ART	U	***	RAI	2	IA
3, T: Give target creature first strike until end of turn.						
<b>Goblin Lyr</b>	ART	R	***	MKi	3	IA
0: Sacrifice Goblin Lyr and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of						



Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description							Description							Description						
creates your opponent controls.							<b>Shield of the Ages</b>	ART	U	----	Amo	2	IA	Only black or artifact creatures may block target creature.						
<b>Hematite Talisman</b>	ART	U	---	LWj	2	IA	2: Prevent 1 damage to you							<b>Flow of Maggots</b>	SC	R	----	RSp	B2	IA
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.							<b>Skull Catapult</b>	ART	U	---	BWj	4	IA	CU: 1. May not be blocked by non-wall creatures. 2/2						
<b>Ice Cauldron</b>	ART	R	----	Dfr	4	IA	1, T. Sacrifice a creature to do 2 damage to any target							<b>Foul Familiar</b>	SC	C	---	Amo	B2	IA
X, T. Put a spell on Ice Cauldron if there are no charge counters on it. Put a charge counter on Ice Cauldron. You may cast that spell card as though it were in your hand. T. Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.							<b>Snow Fortress</b>	AC	R	----	JMe	5	IA	Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1						
<b>Ice Manipulator</b>	ART	U	-----	AWe	4	A,B,U,IA	Counts as wall. T. +1/+0 until end of turn. 1. +0/+1 until end of turn. 3. Do 1 damage to a non-flying creature that is attacking you. 0/4.							<b>Gargantuan Zombies</b>	SC	C	---	BSa	BB1	IA
1, T. Tap any land, creature, or artifact.							<b>Soldier Golem</b>	AC	R	---	Amo	4	IA	T. Sacrifice to deal 1 damage to each creature and player. Gargantuan Zombies deals 2 damage if you control any snow-covered swamps. 2/2						
<b>Infinite Hourglass</b>	ART	R	---	HMc	4	IA	Does not untap during your upkeep phase. O: Untap one of opponent's creatures to untap Soldier Golem. Use this ability only at the end of your upkeep. 5/3							<b>Gaze of Pan</b>	SOR	C	---	Amo	B1	IA
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.							<b>Soldier Simulacrum</b>	AC	U	---	Dfr	4	IA	For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.						
<b>Jester's Cap</b>	ART	R	-----	Dfr	4	IA	CU: 1. T. +1/+0 until end of turn. 2/4							<b>Gravebind</b>	INS	R	---	DTu	B	IA
2, T. Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.							<b>Staff of the Ages</b>	ART	R	---	DGo	3	IA	Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.						
<b>Jester's Mask</b>	ART	R	----	Dfr	5	IA	Creatures with landwalk ability may be blocked as if they did not have that ability							<b>Hecatonab</b>	EN	R	-----	Nth	BB1	IA
Comes into play tapped. 1, T. Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and deal hand afterwards.							<b>Swampstone</b>	ART	U	---	Pfo	3	IA	Sacrifice four creatures when Hecatonab comes into play. O: Tap a swamp you control to have Hecatonab deal 1 damage to any target.						
<b>Jeweled Amulet</b>	ART	U	----	Dfr	0	IA	2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.							<b>Hoar Shade</b>	SC	C	---	RTh	B3	IA
1, T. Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T. Remove the charge counter to add 1 mana of the type last used to your mana pool.							<b>Time Bomb</b>	ART	R	---	AWe	4	IA	B: +1/+1 until end of turn. 1/2						
<b>Lapis Lazuli Talisman</b>	ART	U	---	AWe	2	IA	Put a time counter on Time Bomb during your upkeep. 1, T. Sacrifice Time Bomb to have it deal "damage to each creature and player where " equals the number of time counters on Time Bomb.							<b>Howl from Beyond</b>	INS	C	-----	MPo	BX	A,B,U,R,4th,IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.							<b>Urza's Bauble</b>	ART	U	---	CUu	0	IA	Target creature gains +1/+0 until end of turn.						
<b>Malachite Talisman</b>	ART	U	---	CUu	2	IA	T. Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.							<b>Hydropterous Lemure</b>	SL	C	---	RTh	B4	IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.							<b>Vexing Arcanix</b>	ART	R	-----	RGo	4	IA	SL: Gain flying and +2 until end of turn. 4/3						
<b>Nacre Talisman</b>	ART	U	---	MTe	2	IA	3, T. Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.							<b>Icequake</b>	SOR	U	---	RKf	BS1	IA
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.							<b>Vibrating Sphere</b>	ART	R	---	RTh	4	IA	Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller.						
<b>Naked Singularity</b>	ART	R	---	MTe	5	IA	During your turn, all your creatures gain +2/+2. During all other turns, all your creatures get 0/2.							<b>Infernal Darkness</b>	EN	R	---	Pfo	BB2	IA
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.							<b>Walking Wall</b>	AC	U	-----	AWe	4	IA	CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.						
<b>Onyx Talisman</b>	ART	U	---	SeV	2	IA	Counts as wall. 3. Give Walking Wall +3/+1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.							<b>Infernal Denizen</b>	SC	R	---	DTu	B7	IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.							<b>Wall of Shields</b>	AC	U	---	RGo	3	IA	During your upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T. Gain control of target creature. 5/7						
<b>Pentagram of the Ages</b>	ART	R	----	DSH	4	IA	Counts as wall. Bonding. 0/4							<b>Keldoran Dead</b>	SC	C	-----	MBo	B	IA
4, T. Prevent all damage done to you from one source.							<b>War Chariot</b>	ART	U	-----	BWj	3	IA	You must sacrifice a creature when Keldoran Dead comes into play. B: Regenerate. 3/1						
<b>Pit Trap</b>	ART	U	---	Amo	2	IA	2, T. Give target creature template until end of turn.							<b>Knights of Stronghold</b>	SC	U	-----	MPo	BB	IA
2, T. Sacrifice to bury target non-flying creature that is attacking you.							<b>Whalebone Glider</b>	ART	U	---	AWe	2	IA	Protection from white. BB: +1, +0 until end of turn. B: First strike until end of turn. 2/1						
							<b>Zoran Orb</b>	ART	U	----	SeV	0	IA	2R: Give a creature +1, +0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn.						



DWARVEN ARMORY

**Dwarven Armory:** Dwarven Armory is just an all-around beautiful card. For two mana, you can sacrifice a land during your upkeep to put a permanent +2/+2 counter on a target creature. Early in a game, sacrificing a land might be a pain, but later on you'll probably have plenty of mana to spare, and who doesn't want stronger creatures? Just remember that the ability has to be used during your upkeep.

**Runed Arch** ART R ---- Pfo 3 IA  
Comes into play tapped. X, T. Sacrifice to make X creatures with power no greater than 2 unblockable this turn.

## BLACK

<b>Abyssal Specter</b>	SC	U	---	RTh	BB2	IA	Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice. 2/3
<b>Ashen Ghoul</b>	SC	U	---	RSp	B3	IA	Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3
<b>Brim Shaman</b>	SC	C	---	CUu	B1	IA	T. Sacrifice a creature to give a creature +2/+2 until end of turn. UU: Sacrifice a creature to counter a summon spell. 1
<b>Burn Offering</b>	OFF	C	---	BGo	B1	IA	Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.
<b>Chalk of Confusion</b>	EC	C	---	MCh	B1	IA	If target creature you control attacks and is not blocked, you may have it deal 1 damage to the player it is attacking.
<b>Dance of the Dead</b>	EC	U	---	BGo	B1	IA	Bring a creature from any graveyard into play. That creature gains +1/+1. If a creature does not enter during this step, the casting phase this creature may pay. B: Regenerate. 3/1
<b>Dark Bouncing</b>	BS	C	-----	DTu	B2	IA	Bury target creature. Cannot target black creatures.
<b>Dark Ritual</b>	OFF	C	-----	BGo	B1	IA	Ask BBG to your mana pool.
<b>Demona Consultation</b>	OFF	C	---	IA		IA	Draw a card and remove that top card of your library from the game. If the card is a land, you may add it to your hand. If not, remove it from the game. You may not remove more than the number of lands you own.
<b>Dread Wight</b>	SC	R	---	BGo	BB3	IA	At the end of a combat and a combat, draw a card and add it to your hand. If you draw a card, you may cast it without paying its mana cost. If you draw a card, you may cast it without paying its mana cost.
<b>Drift of the Dead</b>	SL	U	---	BGo	B1	IA	any time. 1/4
<b>Four</b>	EC	C	-----	DTu	B2	IA	equal to the number of creatures you control.

•/• Restricted/Banned  
AC Artifact Creature

ART Artifact  
EA Enchant Artifact

EC Enchant Creature  
SL Summon Land

BS Bounce Spell  
CUU Counter Spell

DTU Destroy Target  
OFF Off-Target

MPo Mana Pool  
Pfo Power

RSB Regenerate  
RTh Return to Hand

SC Sacrifice Creature  
SeV Sacrifice to Evade

SL Summon Land  
T Target

U Untap



## players guide

Name Kind Rarity Rating Artist Cost Sets Found

Description

Swampwalk 3/3.

**Necropotence** EN R • MTe BBB IA

Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.

**Horrid** SC C •••• MRa B3 IA

T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1.

**Oath of Lim-Dûl** EN R ••• DSh B3 IA

For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.

**Pestilence Rats** SC C •• JMe B2 IA

\* equals the number of other Rats in play. \*3

**Pax** SOR R •••• CBr BBB IA

Each player sacrifices 1/3 of their life, then they must discard 1/3 of the cards in their hand, then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.

**Seizures** EC C ••• JBa B1 IA

When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her.

**Songs of the Damned** INT C •• PVa B IA

Add B to your mana pool for every creature in your graveyard.

**Soul Burn** SOR C ••• RAI B2 IA

Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.

**Soul Kiss** EC C •••• NLe B2 IA

B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.

**Spoils of Evil** INT R ••• QHo B2 IA

Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.

**Spoils of War** SOR R •••• PVa BX IA

Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.

**Stench of Evil** SOR U •••• MTe BB2 IA

Destroy all plains. Each player takes 1 damage for each plains he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.

**Stronghold Cabal** SC R ••••• AMa BB1 IA

T: Sacrifice 1 life to counter a white spell. 2/2

**Touch of Death** SOR C •• MBa B2 IA

Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.

**Withering Wisps** EN U •••• Nih BB1 IA

B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisps if there are no creatures in play at end of turn.

## BLUE

**Arjloft's Ascent** EN C ••• DTG UU1 IA

CU U: T. Target creature gains flying until end of turn.

**Baldavian Conjuror** SC U •••• MTe U1 IA

T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2

**Baldavian Shaman** SC C ••• QHo U IA

T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by a white one or a non-white one. That enchantment now has (C) 1/1.

**Binding Grasp** EC U ••••• RTo U3 IA

Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.

**Brainstorm** INS C ••••• CRU U IA

Draw three cards, then put any two cards from your hand on top of your library in any order.

**Breath of Dreams** EN U ••••• PSo UU2 IA

CU U: Green creatures require an additional (C) 1.

**Clairvoyance** INS C ••••• KMo U IA

Look at target player's hand. Draw a card at the beginning of the next turn.

**Counterspell** INT C ••••• LWI UU1 AB11P4H IA

Counter target spell.

**Deflection** INT R ••••• MRa U3 IA

Target spell with one target now targets a second target of your choice.

**Dreams of the Dead** EN U ••••• HMe U3 IA

U1: Put a white or black creature from your graveyard into play, although it were just summoned. That creature now has an additional

Name Kind Rarity Rating Artist Cost Sets Found

Description

CU: 2. If the creature leaves play, remove it from the game.

**Enervate** INS C •• LWI U1 IA

Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.

**Errant Minion** EC C ••• HMc U2 IA

During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.

**Essence Flare** EC C ••••• RKF U IA

Target creature gets +2/+0. Put a 0/-1 counter on the creature during each of its controller's upkeeps.

**Force Void** INT U ••• MTe U2 IA

Counter target spell unless its caster spends 1 extra colorless mana.

Draw a card at the beginning of the next turn.

**Glacial Wall** SC U ••••• DWI U2 IA

0/7.

**Hydroblast** INT C ••••• KFo U IA

Counter a red spell being cast or destroy a red permanent.

**Ice Berg** EN U ••••• JMe UU3 IA

Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. O: Remove an ice counter to add one colorless mana to your mana pool.

**Icy Prison** EN R ••••• AMa UU IA

Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.



PHANTASMAL MOUNT



SHYFT

**Illusory Forces** SC C ••••• JHo U3 IA

Flying. CU: U, 4/4.

**Illusory Presence** SC R ••••• KFo UU1 IA

CU: U. During your upkeep, Illusory Presence gets the landwalk ability of your choice until next turn. 2/2

**Illusory Terrain** EN U ••••• RAI UU IA

CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.

**Illusory Wall** SC C ••••• MPo U4 IA

Flying, first strike. CU: U 7/4

**Illusions of Grandeur** EN R ••••• QHo U3 IA

CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.

**Infuse** INS C ••••• RGo U2 IA

Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.

**Krovikan Sorcerer** SC C ••••• PMa U2 IA

T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other 1/1.

**Magus of the Unseen** SC R ••••• KFo U1 IA

U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1

**Mesmeric France** EN R ••••• DFi UU1 IA

(C) 1. U: Discard a card from your hand to draw a card.

**Mistfolk** SC C ••••• QHo UU IA

T: Counter any spell that targets Mistfolk. 1/2

**Musicon** SC R ••••• DTG U2 IA

(C) 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays 1 for each music counter. If the creature is destroyed, 1/1

**Mystic Might** EN R ••••• NLe U IA

(C) 1. U: Top land Mystic Might remains to give a creature +2/+2 until end of turn.

**Mystic Remora** EN C ••••• KMe U IA

CU: 1. You may draw a card whenever target opponent successfully casts a spell that targets a creature you control.

**Phantasmal Mount** SC C ••••• MRa U3 IA

During your upkeep, you may change the color of Shyft to any color or combination of colors. "Capturing this specimen was not easy. Study it well, that you someday might be as versatile."

—Gilda Agardwater, Archmage of the Unseen

**Sibilant Spirit** SC R ••••• RSp U5 IA

Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6

**Silver Erne** SC U ••••• MRa U3 IA

Flying, trample. 2/2

**Sleight of Mind** INT U ••••• NLe U A,B,U,R,4H IA

Change the text of a card being played or in play by switching one color word with another.

**Snow Devil** EC C ••••• KMe U1 IA

Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.

**Snowfall** EN C ••••• PGo U2 IA

CU: U. Islands may produce an additional U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.

**Saldevi Machinist** SC U ••••• JMe U1 IA

T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1

**Soul Barrier** EN U ••••• HMc U2 IA

Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.

**Thunder Wall** SC U ••••• RTh UU1 IA

Flying. U +1/+1 until end of turn. 0/2.

**Updraft** INS U ••••• LWI U1 IA

Give target creature flying until end of turn. Draw a card at the beginning of the next turn.

**Wind Spirit** SC U ••••• KFo U4 IA

Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2

**Winter's Chill** INS R ••••• EBo UX IA

Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.

**Word of Undoing** INS C ••••• CRU U IA

Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.

**Wrath of Mami Lago** EN R ••••• MRa UU3 IA

Tap all red creatures when Wrath of Mami Lago comes into play. Red creatures do not untap during their controller's upkeep phase.

**Zur's Weirding** EN R ••••• LDa U3 IA

## Phantasmal Mount

**Shyft:** The Phantasmal Mount can tap to give any creature with toughness less than three flying and +1/+1 until the end of turn. The Shyft is a monstrous 4/2 critter (that can change its color every upkeep!). When you combine them, you got the best horse and buggy combo this side of Roy and Trigger.







## 12 players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						
Redemption	EN	R	***	DW	GW2	IA
No black creature may attack unless its controller sacrifice a land when that creature attacks.						
Skeleton Ship	SC	R	****	Multi	BU3	IA
Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWa						
Spectral Shield	EC	U	****	MOK	UW1	IA
Target creature gains +0/+2 and it cannot be the target of further spells.						
Storm Spirit	SC	R	****	PVe	UGW3	IA
Flying. T: Do 2 damage to target creature. 3/3.						
Stormbind	EN	R	***	Multi	GR1	IA
2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nih & PMA						
Wings of Aesthir	EC	U	****	EBo	UW	IA
Give target creature flying, first strike, and +1/+0						

## RED

Aggression	EC	U	****	REm	R2	IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.						
Anarchy	SOR	U	****	Pfo	RR2	IA
Destroy all white permanents						
Avalanche	SOR	U	***	BSn	RR2X	IA
Destroy X snow-covered lands.						
Baldurian Barbarians	SC	C	**	MPo	RR1	IA
3/2.						
Baldurian Hydra	SC	R	***	MBe	RRX	IA
Put X +1/+0 counters on Baldurian Hydra when it comes into play. 0. Remove a +1/+0 counter to prevent 1 damage to Baldurian Hydra. RRR. Put a +1/+0 counter on Baldurian Hydra during your upkeep. 0/1						
Barbarian Guides	SC	C	***	Rth	R2	IA
R2. T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2						
Battle Frenzy	INS	C	***	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						
Bone Shaman	SC	C	**	AMa	RR2	IA
B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.						
Brand of Ill Omen	EC	R	***	RAI	R3	IA
CU: R. Target creature's controller may not cast summon spells.						
Chaos Lord	SC	R	***	BSn	RRR4	IA
First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7						
Chaos Moon	EN	R	****	DTu	R3	IA
Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.						
Conquer	EL	U	****	RGa	RR3	IA
Take control of target land.						
Curse of Marit Lage	EN	R	****	AWe	RR3	IA
Top all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.						
Dwarven Armory	EN	R	****	Rth	RR2	IA
2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.						
Errorrory	EC	C	***	LWi	R1	IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						
Flame Spirit	SC	U	**	JHo	R4	IA
R: +1/+0 until end of turn. 2/3						
Flare	INS	C	**	DTu	R2	IA
Flare does 1 damage to any target. Draw a card at the beginning of the next turn.						
Game of Chaos	SOR	R	***	DTu	RRR	IA
Choose target player and flip a coin. If you win, you gain 1 damage and that opponent takes 1 damage. Otherwise, opponent gains 1 life. The winner decides whether to sacrifice the stakes double each round.						
Glacial Crevasse	EN	R	**	RRR	Rx	IA
0: Sacrifice a snow-covered land to deal 1 damage to each creature in combat this turn.						
Goblin Mutant	SC	U	**	DGo	RR2	IA
Trample. Goblin Mutant cannot attack. 4 opponent controllers.						

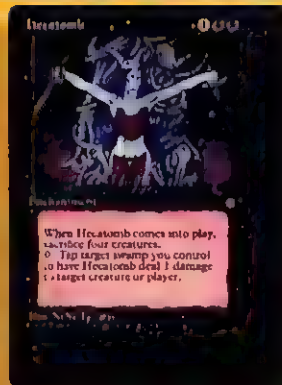
Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3.						
Goblin Sappers	SC	C	***	JHo	R1	IA
RR. T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR. T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1.						
Goblin Ski Patrol	SC	C	*	MPo	R1	IA
R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1						



## CARIBOU RANGE

Goblin Snowman	SC	U	***	DGo	R3	IA
Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1						
Grizzled Wolverine	SC	C	**	CBr	RR1	IA
R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2.						
Imposing Visage	EC	C	***	Pfo	R	IA
Target creature cannot be blocked by less than 2 creatures.						
Incinerate	INS	C	****	MPo	R1	IA
Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.						
Jokulhaups	SOR	R	****	Rth	RR4	IA
Bury all artifacts, creatures, and lands.						
Karplusan Giant	SC	U	****	DGo	R6	IA
0: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3						
Karplusan Yeti	SC	R	****	QHo	RR3	IA
1: Karplusan Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeti. 3/3						
Lava Burst	SOR	C	****	TWa	RX	IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.						
Marion Stromgold	SC	R	****	MPo	RR2	IA
If Marion Stromgold attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Marion blocks, all other blocking creatures gain +*/+* until end of turn. 1/1						
Meloe	INS	U	****	DWi	R4	IA
Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.						
Melting	EN	U	**	RGa	R3	IA
All snow-covered lands turn into non-snow-covered lands of the same type.						
Meteor Shower	SOR	C	****	REm	RXX	IA
Meteor Shower does X+1 damage divided any way you choose to any number of targets.						
Mountain Goat	SC	C	***	CBr	R	IA
Mountainwalk. 1/1						
Mudslide	EN	R	**	BSn	R2	IA
Non-flying creatures do not untap unless their controller pays 2 for each creature that is the slide's target.						
Orchish Cannoneers	SC	U	***	Dfr	RR1	IA
1: Does 2 damage to any target and 3 damage to you. 1/3						
Orchish Conscripts	SC	C	**	DSH	R	IA
1: Attack unless at least two other creatures attack. Cannot block. 1/1						
Orchish Farmer	SC	C	***	Dfr	RR1	IA
T: Turn target land into a swamp until its controller's next untap phase. 1/1						
Orchish Healer	SC	U	***	QHo	RR	IA
RP: T: Target creature you control gains +2/+2 until end of turn. 1/1						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
Orchish Librarian	SC	R	****	Pfo	R1	IA
R. T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library. 1/1.						
Orchish Lumberjack	SC	C	****	Dfr	R	IA
T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.						
Orchish Squatters	SC	R	****	RKF	R4	IA
If Orchish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orchish						



## Caribou Range &amp; Hecatomb

Caribou Range & Hecatomb: Ah, poor Caribou. These creatures are destined for sacrifice one way or another, be it as hopeless blockers, a quick one-life fix, or to pave the way for Hecatomb. (Three mana and four sacrificed creatures to bring it into play? That's rough.) Caribou Range is the Magic card most in need of Stuart Smalley's services.

## HECATOMB

Squatters deal no damage this turn. 2/3.						
Panic	INS	C	**	HXi	R	IA
Target creature may not block this turn. Draw a card at the beginning of the next turn.						
Pyroblast	INT	C	****	KFo	R	IA
Counter target blue spell or destroy target blue permanent.						
Pyroclasm	SOR	U	****	PMa	R1	IA
Do 2 damage to each creature.						
Sabretooth Tiger	SC	C	***	MBe	R2	IA
First strike. 2/1.						
Shatter	INS	C	****	BWo	R1	A,B,U,R,4th,IA
Destroy target artifact.						
Stone Rain	SOR	C	***	KFo	R2	A,B,U,R,4th,IA
Destroy any one land.						
Stone Spirit	SC	U	***	JHo	R4	IA
Stone Spirit cannot be blocked by flying creatures. 4/3.						
Stonehands	EC	C	***	Dfr	R2	IA
Target creature gains +0/+2. R: Gains +1/+0 until end of turn.						
Tor Giant	SC	C	**	DSH	R3	IA
3/3.						
Total War	EN	R	***	DTu	R3	IA
Whenever any player declares an attack, destroy all untapped non wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.						
Verlgo	INS	U	***	DTu	R	IA
Do 2 damage to target flying creature, which loses flying until end of turn.						
Wall of Lava	SC	U	***	PVe	RR1	IA
R: +1/+1 until end of turn. 1/3.						
Word of Blasting	INS	U	***	KMe	R1	IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.						

## WHITE

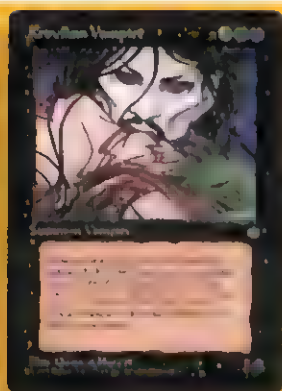
Adarkar Unicorn	SC	C	***	QHo	WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
Arctic Foxes	SC	C	**	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
Arenson's Aura	EN	C	***	Nle	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.						
Armor of Faith	EC	C	***	AMa	W	IA
Target creature gains +1/+1. W: +0/+0						
Battle Cry	INS	U	***	DSH	W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
Black Scarab	EC	U	***	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Blessed Wine	INS	C	**	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
Blinking Spirit	SC	R	****	LWi	W3	IA
Q: Blinking Spirit returns to its owner's hand. 2/2						
Blue Scarab	EC	U	***	AWe	W	IA
Target creature gets +2/+2 as long as any other player has any blue						



Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description							Description						
cards. Target creature cannot be blocked by blue creatures.							Justice	EN	U	★★★★	RTP	WW2	IA
<b>Call to Arms</b> EN R ●●● RGA W1 IA							Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.						
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.							<b>Kalsiako Ranger</b> SC C ● MPo W IA						
<b>Caribou Range</b> EL R ●●● RTP WW2 IA							W1: One green creature gains first strike until end of turn. 1/1						
WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. O: Sacrifice a Caribou token to gain 1 life.							<b>Kjeldoran Elite Guard</b> SC U ●●● MBe W3 IA						
<b>Circle of Protection: Black</b> EN C ●●● SeV W1 A,B,U,R,4th,IA							T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. O: 2						
1: Prevent all damage to you from one black source.							<b>Kjeldoran Guard</b> SC C ●●● AWO W1 IA						
<b>Circle of Protection: Blue</b> EN C ●●● PVe W1 A,B,U,R,4th,IA							T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1						
1: Prevent all damage to you from one blue source.													

## LANDS

<b>Arctic Wastes</b> LAN R ●●● SING IA							T Add 1 to your mana pool. T Add U to your mana pool and take 1 damage. T Add W to your mana pool and take 1 damage.						
<b>Barrens</b> LAN R ●●● BWo IA							T Add 1 to your mana pool. T Add G to your mana pool and take 1 damage. T Add W to your mana pool and take 1 damage.						
<b>Boreal</b> LAN C ●●● PMo A,B,U,R,4th,IA							T Add G to your mana pool.						
<b>Glacial Chasm</b> LAN U ●●● JBo IA							CU: If the Summoner card when Glacial Chasm comes into play. You may not attack. A: 2 damage dealt to you is redirected to J.						
<b>Halls of Mist</b> LAN R ●●● MBe IA							CU: If a creature moves onto it it attacks during its controller's next turn.						
<b>Ice Floe</b> LAN U ●●● JMe IA							You may block not more than five T. Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.						
<b>Island</b> LAN C ●●● AWO A,B,U,R,4th,IA							T Add 1 to your mana pool.						
<b>Karpalon Forest</b> LAN R ●●● SLe IA							T Add 1 to your mana pool. T Add R to your mana pool and take 1 damage. T Add U to your mana pool and take 1 damage.						
<b>Land Cap</b> LAN R ●●● JLe IA							If there is any possible combination of land tap, it does not untap. Remove it from play if you cannot use it to produce mana. If you cannot use it to produce mana, it is removed from play. Add 1 to your mana pool and put a depletion counter on it. Add W to your mana pool and put a depletion counter on it.						
<b>Live Tubes</b> LAN R ●●● BWo IA							If this is a copy, depletion counter on this tube. It does not untap. Remove it from play if you cannot use it to produce mana. If you cannot use it to produce mana, it is removed from play. Add 1 to your mana pool and put a depletion counter on it. Add W to your mana pool and put a depletion counter on it.						



## GAZE OF PAIN & KROVIKIAN VAMPIRE

<b>Circle of Protection: Green</b> EN C ●●● SeV W1 A,B,U,R,4th,IA							1: Prevent all damage to you from one green source.						
<b>Circle of Protection: Red</b> EN C ●●● PVe W1 A,B,U,R,4th,IA							1: Prevent all damage to you from one red source.						
<b>Circle of Protection: White</b> EN C ●●● SeV W1 A,B,U,R,4th,IA							1: Prevent all damage to you from one white source.						
<b>Cold Snap</b> EN U ●●● RGA W2 IA							CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.						
<b>Cooperation</b> EC C ●●● Pfo W2 IA							Target creature gains banding.						
<b>Death Ward</b> INS C ●●● HMc W A,B,U,R,4th,IA							Regenerates target creature.						
<b>Disenchant</b> INS C ●●● BSn W1 A,B,U,R,4th,IA							Destroy target enchantment or artifact.						
<b>Drought</b> EN U ●●● Rth WW2 IA							During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.						
<b>Elvish Healer</b> SC C ●●● REm W2 IA							T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.						
<b>Enduring Renewal</b> EN R ●●● HMc WW2 IA							Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.						
<b>Energy Storm</b> EN R ●●● SeV W1 IA							CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.						
<b>Formation</b> INS R ●●● KMe W1 IA							Give target creature banding until end of turn. Draw a card at the beginning of the next turn.						
<b>Fylgia</b> EC C ●●● EBo W IA							Put four healing counters on Fylgia when it comes into play. O: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.						
<b>General Jarkeld</b> SC R ●●● Rth W3 IA							T: Exchange two blocking creatures without creating an illegal block. 1/2.						
<b>Green Scarab</b> EC U ●●● NLe W IA							Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.						
<b>Hallowed Ground</b> EN U ●●● DSh W1 IA							WW: Return a non-snow-covered land you control to its owner's hand.						
<b>Heal</b> INS C ●●● MLe W IA							Prevent 1 damage to any target. Draw a card at the beginning of the next turn.						
<b>Hipparion</b> SC U ●●● DWo W1 IA							Hipparion cannot block creatures with power 3 or greater. Pay an additional 1 1/3.						

<b>Kjeldoran Knight</b> SC R ●●● Pfo WA IA							Banding. W1: 1. During each player's upkeep, WA does 1 damage to that player.						
<b>Kjeldoran Phoenix</b> SC R ●●● Pfo WA IA							W1: 1. During each player's upkeep, WA does 1 damage to that player.						
<b>Kjeldoran Raven Guard</b> SC R ●●● A WA IA							W1: 1. During each player's upkeep, WA does 1 damage to that player.						
<b>Kjeldoran Skavengers</b> SC R ●●● MPo A4 IA							W1: 1. During each player's upkeep, MPo does 1 damage to that player.						
<b>Kjeldoran Skavenger</b> SC R ●●● MPo A IA							Flying, banding. W1: 1. During each player's upkeep, MPo does 1 damage to that player.						
<b>Kjeldoran Warrior</b> SC R ●●● MPo A IA							Banding. W1: 1. During each player's upkeep, MPo does 1 damage to that player.						
<b>Lightning Bolt</b> SC R ●●● HMc W IA							Destroy target creature or artifact.						
<b>Last Order</b> SC R ●●● HMc W IA							Destroy target creature or artifact.						
<b>Mercenaries</b> SC R ●●● CBo W IA							If Mercenaries damages a player, it is destroyed. 1/1.						
<b>Order of the Sacred Torch</b> SC R ●●● SLe W IA							T: Sacrifice 1 life to counter a black spell.						
<b>Order of the White Shield</b> SC U ●●● Pfo W IA							W1: 1. During each player's upkeep, Pfo does 1 damage to that player.						
<b>Prismatic Ward</b> EC C ●●● HMc W IA							Choose a color when Prismatic Ward comes into play. It blocks creatures of that color.						
<b>Rally</b> INS C ●●● HMc W IA							All blocking creatures get +1/+1.						
<b>Red Scarab</b> EC U ●●● SLe W IA							Target creature gets +2/+2 as long as any other player has any red cards.						
<b>Sacred Bones</b> SC R ●●● Rth W3 IA							T: Exchange two blocking creatures without creating an illegal block. 1/2.						
<b>Scorch</b> SC R ●●● HMc W IA							Destroy target creature or artifact.						
<b>Should Bears</b> SC R ●●● HMc W IA							Banding. 0/2.						
<b>Snow Mound</b> SC U ●●● HMc W IA							T: Destroy Snow Mound and return it to its owner's hand.						
<b>Swords to Plowshares</b> INS U ●●● HMc W IA							Destroy target creature or artifact.						

<b>Mountain</b> LAN C ●●● TW A,B,U,R,4th,IA							T Add 1 to your mana pool.						
<b>Plain</b> LAN C ●●● RLe A,B,U,R,4th,IA							T Add 1 to your mana pool.						
<b>River Delta</b> LAN R ●●● SLe IA							T Add 1 to your mana pool.						
<b>Snow-Covered Island</b> LAN U ●●● JBo IA							CU: If the Summoner card when Snow-Covered Island comes into play. You may not attack. A: 2 damage dealt to you is redirected to J.						
<b>Snow-Covered Mountain</b> LAN U ●●● TW IA							CU: If the Summoner card when Snow-Covered Mountain comes into play. You may not attack. A: 2 damage dealt to you is redirected to J.						
<b>Snow-Covered Plains</b> LAN U ●●● SLe IA							CU: If the Summoner card when Snow-Covered Plains comes into play. You may not attack. A: 2 damage dealt to you is redirected to J.						
<b>Snow-Covered Swamp</b> LAN U ●●● HMc W IA							CU: If the Summoner card when Snow-Covered Swamp comes into play. You may not attack. A: 2 damage dealt to you is redirected to J.						
<b>Volcanic Spring</b> LAN R ●●● SLe IA							T Add 1 to your mana pool.						
<b>Wasteland</b> LAN C ●●● PMo A,B,U,R,4th,IA							T Add 1 to your mana pool.						

# INQUEST

## players guide

Name Description Rarity Rating Artist Type Rage Damage

### ACTIONS

<b>Bite</b>	C	***	MCh	CA	2	3
Can only be used in Crinos or Lupus form.						
<b>Block</b>	C	***	SBe	CA	1	—
Reduces the damage of one attack by up to 4 points.						
<b>Block and Strike</b>	U	****	SBe	CA	4	—
Block up to 2 points of damage and play an additional damage-dealing card.						
<b>Body Blow</b>	C	***	DTu	CA	3	3
<b>Broken Limb</b>	C	***	JCo	CA	6	3
Victim plays combat cards at -2 Rage for the rest of the combat.						
<b>Careful Strike</b>	U	**	JFa,LSn	CA	3	1
Cannot be dodged.						
<b>Critical Blow</b>	R	***	OPe	CA	4	2
Cannot be blocked or healed until end of turn.						
<b>Disarm</b>	U	***	ASH,LSn	CA	3	0
One piece of opponent's equipment cannot be used for the remainder of the Combat Phase.						
<b>Disembowelment</b>	R	**	SBe	CA	5	3
Victim plays cards at -1 Rage until this wound is healed.						
<b>Dodge</b>	C	****	JCo	CA	1	—
Avoid one attack this round.						
<b>Dry Gulch</b>	U	****	SCa	CA	5	4
<b>Entrail Rend</b>	R	****	CMc	CA	10	8
<b>Evoke and Strike</b>	R	***	BLa	CA	3	1
Requires Kolindo. Dodge all attacks this round.						
<b>Evasion</b>	R	****	RTh	CA	2	—
Dodge all attacks this round.						
<b>Eyes Gouged</b>	U	***	RSp	CA	4	2
Victim must attack with a random card from his hand next round.						
<b>Fast Strike</b>	R	****	RSi	CA	5	2
This card deals damage before your opponent's.						
<b>Feint</b>	U	***	LAW	CA	4	0
Play any combat card in response to your opponent's card.						
<b>Flesh Wound</b>	C	**	OPe	CA	1	1
<b>Forceful Wind</b>	R	**	MDa	CA	4	2
Requires Kolindo. Combat ends after this round.						
<b>Fur Gnarl</b>	U	***	JCo	CA	4	2
This damage is aggravated if the victim is in Crinos form.						
<b>Glancing Blow</b>	C	**	JDa	CA	1	1
<b>Grazing Wound</b>	C	**	RSi	CA	1	1
<b>Head Wound</b>	U	****	JMi	CA	5	2
Victim cannot play any combat cards during the next round of combat.						
<b>Kneecapper</b>	C	**	BLa	CA	3	2
Victim acts at -1 Rage during the next round of combat.						
<b>Lucky Blow</b>	R	****	BLa	CA	2	3
<b>Mangle</b>	R	****	SBe	CA	8	6
Can only be used in Crinos form. Victim can take no actions until this wound is healed.						
<b>Massive Wound</b>	R	****	WOC	CA	7	5
<b>Nerve Cluster</b>	U	***	JHo	CA	3	1
Requires Kolindo. Victim's Rage is considered 1 for the rest of the combat.						

Name Description Rarity Rating Artist Type Rage Damage

<b>Off-Balance Attack</b>	C	*	RKF	CA	1	2
The player of this card plays damage cards at -1 Rage during the next round of combat.						
<b>Organ Puncture</b>	U	**	BLa	CA	3	2
Victim cannot initiate combat until this wound is healed.						
<b>Overextended Attack</b>	C	***	JCo	CA	2	4
Your character may not play a combat card next round.						
<b>Rend and Tear</b>	U	***	JMa	CA	3	3
<b>Run Like Hell</b>	U	**	SBe	CA	1	—
The character playing this card flees from combat. That character cannot participate in a moot until it engages with the foe it ran from. Takes effect after your opponent's card.						
<b>Shapeshift</b>	C	***	Tha	Action	—	—
Play at any time. The character playing this card immediately changes from breed form to Crinos form or from Crinos form to breed form.						
<b>Sneak Attack</b>	U	****	DTu	Action	—	—
The character playing this card can engage any character, ally, or enemy in play. If played during Combat, Sneak Attack can interrupt the alpha attack cycle, but not a combat that has already begun.						
<b>Solid Blow</b>	C	***	SBe	CA	2	2
<b>Spine Crushed</b>	R	****	JCo	CA	9	7
Can only be used in Crinos form.						
<b>Stinging Wound</b>	C	***	RSi	CA	1	2
Victim plays combat cards at +1 Rage during the next round of combat.						
<b>Surprise Attack</b>	R	****	ASH,LSn	CA	2	1
If played during first round of combat, opponent inflicts no damage this round.						
<b>Swipe</b>	C	**	WOC	CA	2	2
<b>Taunt</b>	U	**	RKF	Action	—	—
Play Taunt on any Garou who has just refused a challenge. That Garou immediately accepts the challenge and enters frenzy. Rag						
<b>Telling Blow</b>	U	***	JCo	CA	3	1
If this kills your opponent, add it to your victory pile for 3 additional victory points.						
<b>Umbra Escape</b>	R	****	JMi	Event	—	—
Requires Gnosis 3. Move to the Umbra until the next Regeneration Phase.						
<b>Vital Blow</b>	U	****	RSp	CA	6	4
Victim has Rage of 1 for the next round of combat.						

### ALLIES

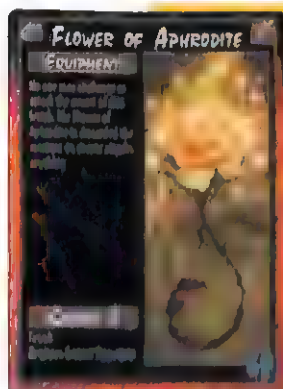
Name	Description	Rarity	Rating	Artist	Renown	Rage	Gnosis	Hth
<b>Faerie Kin</b>	Requires Gnosis 3 and Fia. Faerie may use Gifts from any breed or auspice. A pack can only have one faerie ally at a time.	R	****	LSn	3	1	6	3
<b>Flame Spirit</b>	Requires The or Ukt. Destroy Flame Spirit on an attack to do 3 aggravated damage. Spirit is only affected by Umbra attacks and Gifts.	U	***	WOC	6	1	5	3
<b>Gaffling Pest</b>	Gaffling may use Gifts from any breed.	C	**	EDI	5	2	3	3
<b>Gangrel Ally</b>	Requires Bon or Glo. Regenerates. Gangrel can only act every other	R	***	LSn	7	6	2	6

Name Description Rarity Rating Artist Renown Rage Gnosis Hth

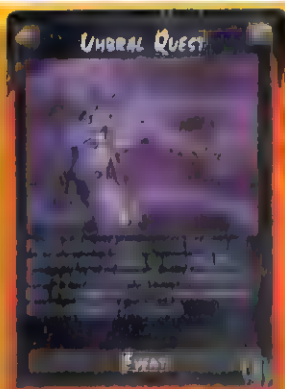
turn and he cannot attack the turn he is brought into play.							
<b>Kinfolk-Environmentalist Activist</b>	R	**	OPe	0	0	0	1
Environmental Activist can remove one member of your pack from the Hunting Grounds per turn.							
<b>Kinfolk - Small Town Cop</b>	R	****	JBr	1	3	0	2
Requires: Homid. Once per turn, before alphas are selected, can remove a character in Homid form until the beginning of the next Regeneration Phase.							
<b>Kinfolk - Soldier of Fortune</b>	R	***	MHa,TSi	4	7	0	2
If the Soldier of Fortune is disarmed, his Rage becomes 3.							
<b>Kinfolk - TV Reporter</b>	R	**	LAW	1	0	0	1
Requires: Hom. Your pack gains 2 votes during all moots.							
<b>Kinfolk - Veterinarian</b>	R	***	JBr	0	0	0	1
Requires: Lup. During your Regeneration Phase, Veterinarian can cure one additional damage card from one character.							
<b>Song of the Great Beast</b>	R	****	RKF	6	8	1	5
Requires: Gnosis 7 and Lup or Wen. Bison cannot attack the turn it comes into play							
<b>Wolf Kinfolk</b>	C	**	JMa	2	2	2	2
Requires: Lupus.							
<b>Wolf-Spirit</b>	C	**	JDa	2	2	3	2
Requires: Gnosis 4 and Phi, Lup, or Red. Wolf-Spirit cannot act the turn it comes into play.							
<b>Wymn Slayer, Ronin Garou</b>	R	**	WOC	4	5	2	4
Requires: Ahr or Phi. Wymn Slayer cannot vote in moots. Only 1 Wymn Slayer can be played per game. Wymn Slayer cannot refuse a challenge.							

### GAROU

Name	Description	Rarity	Rating	Artist	Tribe	Auspice	Breed
<b>Allamande</b>		R	***	AMa	Rat	—	Met 6
6/6 5/5 5/5							
When Allamande is alpha, his challenges cannot be refused.							
<b>Allison Kachina</b>		U	***	EAS	Wen	Ahr	Hom 4
1/4 2/2 2/3							
Can automatically pack attack or defend with Thomas Kachina.							
<b>Amari Howls-from-Soul</b>		C	**	DTu	BLa	Gal	Lup 1
1/1 1/1 1/2							
Amari's packmates gain +1 Rage during pack attacks.							
<b>Anna Kliminski</b>		U	****	BLa	Sha	Ahr	Hom 9
3/9 8/8 4/8							
Anna may begin the game armed with a Klaive.							
<b>Anna-Eyes of the Sun-Palfrey</b>		R	***	JMy	Ukt	Gal	Lup 5
1/3 7/7 2/5							
Anna has +1 Renown during moots.							
<b>Antonie Teardrop</b>		U	****	MDa	Sto	Phi	Hom 8
2/7 9/9 3/7							
If Antonie has a Klaive, it cannot be stolen while he is alive.							
<b>Aurgra</b>		R	****	BLa	Gur	Phi	Urs 8
3/6 6/6 6/10							
Can use Gifts of any auspice except The.							
<b>Banana Split</b>		C	**	JGT	Bon	Ahr	Met 2
3/3 1/1 3/3							
Once per game Banana Split can cancel both his card and one opponent's card during a round of combat.							
<b>Blade-tooth</b>		C	**	RSi	Get	The	Lup 4
1/3 6/6 2/4							
Blade-tooth cannot participate in any pack action with other Get.							
<b>Blood-on-the-Wind</b>		R	****	JMa	Wen	Gal	Lup 9
3/8 9/9 4/8							
All Wendigo in your pack gain +1 Rage.							
<b>Bron Mac Fian</b>		R	****	MDr	Fia	Gal	Hom 10
2/8 9/9 4/10							
Once per game, stop any moot in progress.							
<b>Buggerhead</b>		U	***	SBe	Bon	Rag	Lup 6
2/5 6/6 3/5							
You may discard and redraw one sept card at the end of the Redraw Phase.							
<b>Carla Grimsom</b>		U	***	MJa	Get	Phi	Hom 7
3/6 8/8 3/8							
If a moot called by Carla's pack does not pass, she turns to Crinos and must be alpha for the next Combat Phase.							
<b>Carlson Roach</b>		C	****	DTu	Sha	Rag	Hom 4
1/4 4/4 1/4							
Carlson can interrupt an alpha's action, allowing his pack's alpha to go first, as long as that alpha attacks an enemy.							
<b>Cernonous</b>		U	***	SBe	Chi	The	Met 6
5/5 7/7 7/7							
Cernonous is -1 Renown when voting in moots.							
<b>Charging Bull</b>		U	***	RKF	Wen	Rag	Hom 7
3/8 6/6 4/7							
A character with a higher Renown than Charging Bull cannot refuse his challenges.							
<b>Crick Rumwrangler</b>		C	**	JBr	Bon	Phi	Lup 4
1/3 6/6 2/4							
<b>Dharma Bum</b>		C	**	JFa,LSn	Bon	Gal	Hom 1
1/1 2/2 1/2							
All opponents fighting Dharma Bum lose 2 Gnosis during combat.							
<b>Diem</b>		C	*	LAW	Chi	Rag	Hom 1
1/1 2/2 1/2							
Once per game, interrupt the vote on a moot and delay it until the next turn.							



FLOWER OF APHRODITE



UMBRA QUEST

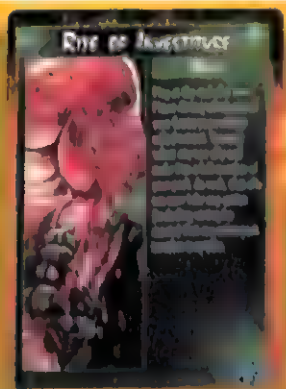
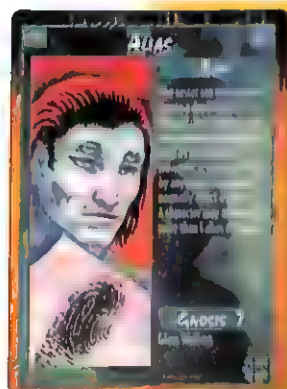
**Flower of Aphrodite and Umbra Quest**  
The owner of the Flower can't be attacked. You gain three victory points if the Garou on the Umbra Quest doesn't take any damage. Could this be any simpler? After all, it's kinda hard to take damage when no one can attack you. Give this combo a try for the three essential victory points you'll ever get!



Name	Rarity	Rating	Artist	Tribu	Aspect	Brand
Description	Rage	Grass	Health			
<b>Eater-of-Bears</b>	C	••	JDa	Rad	Rag	Lup 2
Eater-of-Bears is at +2 Rage when fighting a character in Hornid form or a human ally.	1/2	2/2	1/3			
<b>Edgewalker</b>	C	•••	Dtu	Sha	The	Hom 3
	1/2	5/5	1/2			
<b>Evon Heals-the-Past</b>	C	••	TDi	Wen	Phi	Hom 3
	1/3	4/4	2/3			
<b>Eyes-of-Frost</b>	C	••	JBr	Wen	The	Hom 2
Eyes-of-Frost can force the discard of a Pack Totem card, but then he cannot use Gifts for the remainder of the game.	1/1	3/3	2/3			
<b>Fang Jumper</b>	C	••	JRe,LSn	Get	Rag	Hom 1
If the alpha is a Gat of Fenris, Fang Jumper may join the alpha in defense at any time.	1/1	2/2	1/2			
<b>Gere-Hunts-the-Hunters</b>	U	•••	RSp	Get	Ahr	Hom 7
Any Garou who kills Gere can gain +2 Health, but will lose 4 Renown.	2/8	4/4	5/10			
<b>Gesar</b>	C	••••	JMi	Sta	Rag	Hom 5
When Gesar is on alpha, his Renown is considered 2 for deciding when he will act.	2/4	8/8	2/5			
<b>Golgal Fangs-First</b>	R	••••	Multi	Get	Ahr	Hom 10
Golgal draws 1 extra combat card when assists on attack or defense.	3/10	7/7	5/10			
Artists: AHo,TSi,LSn						
<b>Goll Mac Mourne</b>	U	•••	RKF	Fia	Gal	Hom 5
Spirits cannot attack Goll.	2/6	4/4	2/5			
<b>Greik Twice-Tongue</b>	U	•••	SCs	Str	Phi	Met 6
Considered +1 Renown during moods.	3	6	7			
<b>Greyfist</b>	U	•••	MDa	Sil	Phi	Hom 6
If a Harano Gloom is played on Greyfist, he may discard it at the beginning of the next turn.	2/5	7/7	2/6			
<b>Grimfang</b>	R	••••	Bla	Sil	The	Hom 10
Grimfang is considered +3 Renown during moods.	2/7	10/10	3/7			
<b>Growls-at-Moon</b>	U	••	JBr	Red	Gal	Lup 4
Growls-at-Moon can aid in defense when a non-alpha packmate is attacked.	1/3	5/5	1/4			

Name	Rarity	Rating	Artist	Tribu	Aspect	Brand
Description			Edge	Grass	Health	
<b>Julisha of the Thousand Masks R</b>	•••	MDr	Bla	Rag	Hom 9	
Each of Julisha's kills after her first is worth +1 Renown.	2/8	8/8	3/8			
<b>Lamurun</b>	U	••••	QHo	Ukt	Phi	Lup 9
You may discard a card from your victory pile and draw a sept card from your discard pile.	4/8	9/9	4/10			
<b>Lord Albrecht</b>	U	•••	JGT	Sil	Ahr	Hom 7
Any enemies of Renown 4 or greater killed by Lord Albrecht are worth +1 victory points.	3/8	6/6	4/8			
<b>Marru</b>	R	•••••	SCa	Rad	Ahr	Lup 10
Marru frenzies when he is killed, drawing only three cards for the frenzy.	4/10	4/4	6/10			
<b>Mori Cobrah</b>	U	•••	JGT	Bla	The	Hom 6
Man gets +1 Rage when on the attacking side of combat.	1/6	6/6	3/6			
<b>Morgan the University</b>	C	••	JCo	Fia	Phi	Met 3
When Morgan uses a Gift or Rite, there is a fifty percent chance it doesn't work.	4/4	6/6	3/3			
<b>Moribel High-Mountain</b>	R	•••	ASH,LSn	Sta	Gal	Hom 8
Has the Kalinda ability.	3/7	9/9	3/8			
<b>Mother Larissa</b>	R	•••	Bla	Ben	The	Hom 8
You may draw 2 extra combat cards whenever Mother Larissa is the target of an attack.	2/5	9/9	3/6			
<b>Natasha Moon-Chaser</b>	C	•••	JFa,LSn	Rad	Rag	Hom 5
Once per game, a player can force Natasha to forfeit a declared attack.	1/5	7/7	2/5			
<b>Nephthys Mid'at</b>	U	•••	AGr	Str	Gal	Hom 7
You can look at either side of any Garou card in play.	3/6	8/8	2/6			
<b>No'at'n Ni'Dhonnail</b>	C	•••	JMo	Fia	Ahr	Hom 4
Can use Lupus Gifts as well as Hornid Gifts.	2/5	3/3	2/4			
<b>Old Storm-Chaser</b>	U	•••••	ERS	Rad	The	Lup 7
Your sept hand size is increased by 1.	3/5	9/9	2/7			
<b>Passer</b>	C	••	AMa	Str	The	Met
Passer is worth zero Renown for victory points.	1/1	3/3	1/1			

Name	Rarity	Rating	Artist	Tribu	Aspect	Brand
Description						
<b>Rashon One-Arm</b>	C	••	JCo	Sil	Rag	Hom 2
Rashon has an arm-club piece of fetish equipment. If it is stolen he loses 1 Rage						
<b>Running Creek</b>	C	•	ASH,LSn	Ukt	Ahr	Hom 3
Running Creek can regenerate aggravated damage						
<b>Scar Throat Leech-Killer</b>	C	••	Bla	Get	Gal	Lup 4
Any vampires killed by Scar Throat are worth two additional victory points						
<b>Scratches-at-Floors</b>	U	•••	LHo	Ben	Ahr	Lup 5
<b>Shinker</b>	R	•••	LAW	Bag	—	Hom 4
Can use Thourge and Phalodax Gifts						
<b>Simon Gaudin</b>	C	•••	LAW	Glo	Phi	Hom 6
<b>Sings-for-the-Beast</b>	C	••	JCo	Sil	Gal	Met 3
<b>Sister Judith Powers-of-Light</b>	U	•••	JMi	Bla	The	Met 7
One of your pack members may regenerate his highest damage card instead of his lowest						
<b>Sofya Softkiller</b>	C	••	RSF	Sil	Ahr	Hom 4
<b>Son of Moonlight</b>	U	•••	MDa	Fia	The	Lup 7
If a Wolf-Spirit is slain, Son-of-Moonlight can immediately attack the killer						
<b>Song Chung</b>	U	•••	SBo	Glo	Gal	Hom 7
If you don't deliver on a deal-making promise, Song is discarded						
<b>Spotlight</b>	C	•••	WOC	Rad	Ahr	Lup 4
<b>Stands-Like-Mountain</b>	C	••	LAW	Rad	Phi	Lup 3
<b>Susan Anthony</b>	C	•••	JDa	Bla	Phi	Hom 4
You may start the game with one kurtalk Ahv is given						
<b>Syntax</b>	C	••	JAW	Glo	Rag	Hom 2
All Pante enemies Syntax takes are at 2 Rage						
<b>Tanzel</b>	C	•••	JBr	Str	Phi	Lup 4
<b>Teeth of Titanium</b>	U	••••	F	Gal	Ahr	Lup 6
<b>Thomas Kachina</b>	C	••	JAS	Wen	Ahr	Hom 4
Can automatically pack attack or defend with Allison Kachina						
<b>Thunder Tiger</b>	U	•••	JBo	Str	Ahr	Lup 5
<b>Tim Kachinase</b>	••	•••	PS	Str	Ahr	Hom 3
<b>True Silverheads</b>	U	••••	WOC	Ch	Ahr	Hom 7
<b>Wen-to-Wynne</b>	C	••	QHo	Sta	Ahr	Hom 4
Wen is at +2 Rage when fighting enemies, but Rage is 0						
<b>Wolfskin Warrior</b>	C	••	MMa,TSi,Bla	Ahr	Lup 3	
<b>Wolfskin Warrior</b>	R	••••	SCs	Str	Ahr	Lup 9
<b>Wind Across the Hills</b>	C	••	RSF	Fia	Rag	Hom
<b>Yachry Oshan</b>	U	•••	SBo	Sha	Phi	Met 1



**Alias & Rite of Investiture** - Aliases give you one example of one of your Gifts. We'll see well within a card. Problem is the card is a little bit different from the one in your hand. Use it as a guide to make sure you're not using the wrong one.

## ALIAS RITE OF INVESTITURE

<b>Guides-to-Truth</b>	R	••••	JMi	Ukt	The	Lup 9
You can look at an opponent's sept or combat hand twice per game.	3/8	10/10	5/9			
<b>Howard Koor</b>	C	••	Dtu	Sta	Gal	Hom 2
Howard frenzies when he takes damage that puts him in a combat mood.	1/2	2/2	1/3			
<b>Ivan Korda</b>	C	••	SCa	Sha	Phi	Hom
When a member of his pack calls a moot, Ivan can cause one other character to have a 2 Renown for voting.	1/2	3/3	1/3			
<b>Jacky Gecko</b>	C	•	JBr	Ukt	Gal	Hom 1
Can start the game with either a .38 special or a 9mm Semi-Auto pistol.	1/2	2/2	1/2			
<b>Jubati</b>	C	••	JCo	Ukt	Rag	Hom 3
Jubah can draw 1 extra combat card when fighting Pante enemies.	1/3	3/3	1/3			

<b>Pearl River</b>	R	••••	JMi	Ukt	The	Lup 9
Pearl is considered +1 Renown when voting.	3/8	10/10	5/9			
<b>Overstar Treachery</b>	C	••	Dtu	Sta	Gal	Hom 2
When Overstar Treachery is played, the player who played it must discard a card from their hand.	1/2	2/2	1/3			
<b>Rainpelt</b>	C	••	JBr	Ukt	Gal	Hom 1
Rainpelt's attack can only be used if he is in a combat mood.	1/2	2/2	1/2			
<b>Rager Duty</b>	C	••	JCo	Ukt	Rag	Hom 3
Rager Duty can draw 1 extra combat card when fighting Pante enemies.	1/3	3/3	1/3			

<b>Wind Across the Hills</b>	C	••	RSF	Fia	Rag	Hom
Wind Across the Hills is considered +1 Renown when voting.	1/1	1/1	1/1			
<b>Yachry Oshan</b>	U	•••	SBo	Sha	Phi	Met 1
Yachry Oshan can draw 1 extra combat card when fighting Pante enemies.	1/1	1/1	1/1			

## VAMPIRES

Name	Rarity	Rating	Artist	Tribu	Aspect	Brand
<b>Mark Spaul Dancer</b>	U	•••	JMi	Ukt	The	Lup 9
Mark Spaul Dancer can draw 1 extra combat card when fighting Pante enemies.	1/2	2/2	1/2			
<b>Damaged Mahala</b>	R	••••	SCs	Str	Ahr	Lup 9
Damaged Mahala can draw 1 extra combat card when fighting Pante enemies.	1/1	1/1	1/1			
<b>Mr. Vampire</b>	C	••••	JMi	Ukt	The	Lup 9
Mr. Vampire can draw 1 extra combat card when fighting Pante enemies.	1/2	2/2	1/2			

Bag	Bagheera	Chi	Children of God	Glo	Dark Work	Gal	Hom 1
Bla	Black Furies	Fia	Fenris	6	Grass	Phi	Met 3
Ben	Bone Gnawers	Get	Get of Fenris	1/3	Health	Phi	Met 3



## players guide

Name	Description	Rarity	Rating	Artist	Renown	Rage	Gnosis	Hit
<b>Shadow Lord Gifts</b>								
Fomori	All fomori in Hunting Grounds combine for pack defense.	C	••	SBe	4	3	0	3
Fomori	All fomori in Hunting Grounds combine for pack defense.	C	••	RTh	4	2	0	4
Fumling	All damage from a Fumling is aggravated.	C	••	SCo	7	3	2	3
Hogling	Hoglings are unaffected by nonlethal equipment attacks. Can use any melta Gifts.	C	•••	SCo	5	5	4	5
Pentex Forestry Team	Destroys 1 coem in play each Regeneration Phase. Can play 2 combat cards per round.	U	••	SCo	4	2	0	3
Pentex Refinery	No shapechanger may regenerate without the aid of Gifts.	R	••••	SBe	14	4	6	15
Piper, The	All Garou are at -1 Rage and -1 Gnosis. Garou with less than 1 Rage or Gnosis cannot act until the Piper leaves play.	R	•••	JFe,LSn	6	3	6	4
Progenitor Mage	Automatically attacks the character with the highest Gnosis for three rounds at the end of each Combat Phase. Can use any Gifts and is not affected by anyone else's Gifts.	R	••••	LSn	6	7	9	5
Pumpkin Man	Characters attacking Pumpkin Man cannot retreat until after all of their combat action cards have been played. Can use any Theurge or Philodox Gifts.	U	•••	JMa	6	5	5	5
Samuel Haight	Can use Gifts from any breed or auspice. Only one Samuel Haight can be played per game.	R	••••	RTh	9	8	8	9
Silhouette	Silhouette's attacks cannot be blocked, evaded, or dodged. Attacks the character with the highest Renown for two combat rounds at the end of each Combat Phase. Only one Silhouette can be played per game.	R	•••	LAW	5	5	2	8
Uktena Wymfoe	No Uktena can attack anything except the Uktena Wymfoe.	R	••	SCo	0	6	5	6

## EQUIPMENT

Name	Description	Rarity	Rating	Artist	Type
.38 Special	Requires: Homid. Owner can use up to Rage 3 combat cards.	C	•	RSi	—
9mm Semi Auto Pistol	Requires: Homid. Owner can use up to Rage 5 combat cards.	U	••	CMc	—
Bane Arrow	Requires: 2 Gnosis. Does 3 damage to any enemy you are in combat with. Does not count as a combat action and can be played in addition to any combat cards. Use as a combat card.	U	••••	RTh	Fetish
Bones of Shakti Hind	Requires: Gnosis 6. Command an enemy to fight in the owner's place. The owner does not gain renown and any Garou can attack the owner as if she were in the Hunting Grounds. Can only be played once per game.	R	••••	KMe	Fetish
Bottlecap of Shakey Mac	Requires: Gnosis 6. Owner can use one spirit in play as an ally for the remainder of the turn. Can only be played once per game.	R	•••	JMa	Fetish
Elder Stone	Requires: Gnosis 3. Owner gains 3 additional votes during moos. Owner can discard to gain 10 additional votes. A character can only have one Elder Stone at a time.	U	•••	JMa	Fetish
Fang Dagger	Requires: Gnosis 5. Owner can play 2 damage cards per combat round.	R	••••	BLa	Fetish
Fang Necklace of Fenris	Requires: Gnosis 4. Owner gains 2 Rage and can freely change forms. Can only be played once per game.	R	••••	OPe	Fetish
Feather of the Phoenix	Requires: Gnosis 4. Owner cannot be attacked by spirits.	R	••	KRy	Fetish
Flak Jacket	Requires: Homid. Discard to prevent any one attack of up to 4 damage. A character can only have one Flak Jacket at a time.	C	••	JBr	—
Flower of Aphrodite	Requires: Gnosis 5. Owner cannot be attacked or challenged. Discard if owner attacks anything.	R	••••	LSn	Fetish
Grand Klaive	Requires: Gnosis 4. Does aggravated damage. Owner is at +1 Rage in Crinos form and at +1 Gnosis at all times.	R	••••	KRy	Fetish
Incarna Sigil	Requires: Gnosis 6. Owner can use any combat card. This includes attacking, changing equipment, etc.	P	••••	JMa	Fetish
Klaive	Requires: 3 Gnosis. Does aggravated damage. Owner is at +1 Rage as long as Klaive is equipped.	P	••••	GM	Fetish

Name	Description	Rarity	Rating	Artist	Type
Luna's Links	Requires: Gnosis 2. Owner can use Gifts from any auspice.	R	••••	ASH,LSn	Fetish
Mokole Hide	Requires: Gnosis 2. Owner gains +2 Health. A character can only have one Mokole Hide at a time.	R	•••	JDa	Fetish
Moon Sign	Requires: Gnosis 2. Discard during combat to force a Garou to revert to his or her breed form. Play instead of a combat card.	R	•••	RSi	Fetish
Mature Boon	Reduces the Gnosis cost of the owner's Gifts by 2.	U	••	RSi	Fetish
Portable Computer	Requires: Glass Walkers. Owner gains +2 Gnosis. Discard to look at an opponent's hand.	R	••	ASH,LSn	—
Sands of Sleep	Requires: Gnosis 3. Discard to remove any opponent from combat. The affected target cannot take any actions for two turns. Ignore effects of Sands of Sleep if target is attacked during that period.	R	••	MDa	Fetish
Shotgun	Requires: Homid. Owner can use up to Rage 7 combat cards.	R	••	RSp	—
played. All Ahroun gain 1 Gnosis and any Garou can freely enter Crinos form.					
Garbage Food Poisoning	All Bone Gnawers lose 1 Health for the rest of the game. Only three Garbage Food Poisonings may be in effect at any time.	R	•••	JCo	—
Gibbous Moon	Play at the beginning of a turn or to cancel a Half or Full Moon just played. All Garou play damage cards a +1 Rage when fighting enemies and all Galliards gain 1 Gnosis.	C	••	JMy	Lunar Phase
Grandfather Thunder	Pack Totem. All opponents play cards at -1 Rage when fighting a member of your pack.	U	••	KMe	Totem
Griffin	Pack Totem. Pack members may freely shift into Crinos form, but all pack members are at -1 Gnosis.	U	••	AKu	Totem
Half Moon	Play at the beginning of a turn or to cancel a Crescent or Gibbous Moon just played. Rites cost -1 Renown and all Philodox gain 1 Gnosis.	C	••	JMi	Lunar Phase



ANNA KLIMINSKI



KLAIVE

## Anna Kliminski &amp; Klaive

Hey! White Wolf screwed up and forgot to mention that the Klaive does aggravated damage (check out White Wolf's Rage FAQ). Whoops! And just because Anna starts with the Klaive doesn't mean she has to keep it. Feel free to pass it along to whomever you plan on using as your alpha to keep things miserable for your opponents' wolfies.

Silver Ammo	R	••	JMi	—
Play with a damage card from a firearm attack to make that damage aggravated.				
Spear of Deteil	R	•••	RTh	Fetish
Requires: Gnosis 5. End any fight in which owner is engaged. Can only be used after at least two rounds of combat.				
War Paint of Wahay Ohni	R	••	KRy	Fetish
Requires: Gnosis 3. Remove one additional damage card from the owner during the Regeneration Phase.				
Wym Skin	R	••	TDI	Fetish
Requires: Gnosis 3. Enemies fight at -2 Rage against the Wym Skin's owner.				

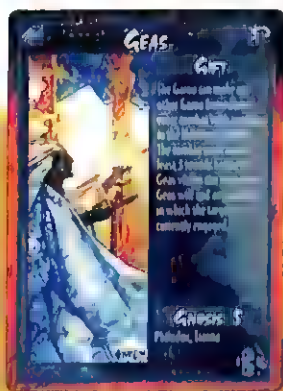
## EVENTS

Name	Description	Rarity	Rating	Artist	Type
Alaskan Wolf Hunt	All Red Talons must enter the Hunting Grounds until the next Regeneration Phase. Can only be played once per game.	R	••	DTu	—
Attacking the Wym	Play when your alpha attacks an enemy card. Any or all members of your pack may join the attack. Draw 1 additional combat card for each character that joins the attack.	C	••••	RTh	—
Burn Rush	Play at the beginning of a combat round. All of your pack members join the attack for this round only.	U	•••	SBe	—
Chimera	Pack Totem. Increases your sept hand size by one.	U	••••	JMa	Totem
Cockroach	Pack Totem. Twice per game you may look at the top 5 cards of any player's sept or combat deck. You may then reshuffle that deck.	U	••	JCo	Totem
Crescent Moon	Play at the beginning of a turn or to cancel any New or Half Moon just played. All spirits gain 1 Rage and all Theurges gain 1 Gnosis.	C	•••	RSi	Lunar Phase
Drunken Revelry	All Fianna lose 1 Gnosis for the rest of the game. Only 3 Drunken Revelries can be in effect at any time.	R	••••	TDI	—
Entrapment	Play on any Garou. That Garou can attack one ally directly. Entrapment is worth 2 victory points once the ally has been slain.	U	••	ASH,LSn	—
Falcon	Pack Totem. Each pack member gains 1 Renown during moos.	U	••	MJh	Totem
Fenris	Pack Totem. All pack members gain 1 Rage when in Crinos.	U	••••	MDa	Totem
Frenzy	Play when the attacker refuses to continue combat. Combat continues until you choose to end it.	U	••••	ASH,LSn	—
Full Moon	Play at the beginning of a turn or to cancel a Crescent or Gibbous Moon just played. Rites cost -1 Renown and all Philodox gain 1 Gnosis.	C	••••	JMi	Lunar Phase

Harano Gloom	Target Silver Fang cannot initiate combat or join pack attacks. Discard Harano Gloom if target is attacked. Can only be played on a specific Silver Fang once per game.	R	•••	OHo	—
Hunting Party	Play when attacking non-alpha characters. Up to 15 Renown of characters can be in the attack. Draw 1 additional combat card for each additional pack member.	U	••	ASH,LSn	—
Inbred Disorder	Target Silver Fang acts at -2 Gnosis for the rest of the game. Characters can only be affected by one Inbred Disorder.	R	••	JCo	—
Journey Onward	Target player must discard one Stargazer. Can only be played on a pack once per game.	R	••••	RKF	—
Journey to the East	Play on a Garou you control. Remove that Garou for two turns. When the Garou returns to play, it knows Kallinda.	R	•••	JFe,LSn	—
Leadership Challenge	Any pack with two or more Shadow Lords must discard one of their two highest Renown Shadow Lords. Can only be played once per game.	R	•••	JBr	—
Lost Calling	Target Wendigo cannot frenzy for the remainder of the game.	R	••	ASH,LSn	—
Lunar Eclipse	Remove any Lunar Phase and all auspice Gifts from play. Until after next Redraw phase, no auspice Gifts may be played. Discard after the next Redraw Phase.	R	•••	JMa	—
Matriarch Mourning	No Black Fury may take an action for the next two turns. Can only be played once per game.	R	•••	JMa	—
New Moon	Play at the beginning of a turn or to cancel a Crescent Moon just played. No one may enter frenzy and all Ragabash gain 1 Gnosis.	C	••	LMa	Lunar Phase
No Escape	Play when the attacker refuses to continue combat. Combat continues until you choose to end it.	U	••	JFe,LSn	—
Owl	Pack Totem. You may look at an opponent's combat or sept hand once every other turn.	U	••••	LSn	Totem
Pack Defense	Play when one of your defending characters begins combat. You may have up to 15 Renown worth of characters in the combat. Draw 1 additional combat card for each additional pack member.	U	•••	RKF	—
Peace of Nature	All Children of Gaia play combat cards at -1 Rage. If a Children of Gaia character goes into frenzy, that player may discard one Peace of Nature in play.	R	•	QHh	—
Pegasus	Pack Totem. Each pack member gains 1 Gnosis.	U	•••	AMu	Totem



Name Description	Rarity	Rating	Artist	Costs	Requirements	Name Description	Rarity	Rating	Artist	Costs	Requirements
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**Geas**- Here's a card that can be kind of deceiving. Geas lets you force a Garou to go into combat with anything in the Hunting Grounds. Send in your own Garou so you can have the first stab at knocking off the enemies that your pack rightfully deserves to kill!

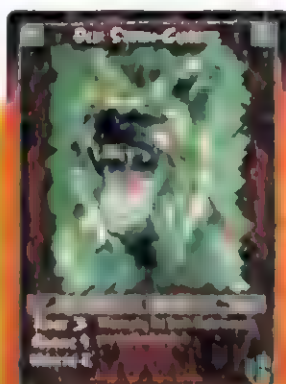
<b>Ragnarak</b>	R	••	RKF	---	---
All Get of Fenris must go the Hunting Grounds until the next Regeneration phase. Can only be played once per game					
<b>Rat</b>	U	••••	RKF	---	Totem
Pack Totem. Each pack member gains 1 Health.					
<b>Reclaiming the Stolen</b>	C	••	JHo	---	---
Play on a Garou who has had an item stolen. This card is worth 2 victory points if the Garou can reclaim the stolen item					
<b>Scourging the Wyrm</b>	C	••	Bla	---	---
Choose one Garou and one enemy in the Hunting Grounds. The enemy is worth +2 victory points if the Garou can slay it singlehandedly within one turn					
<b>Scouting Mission</b>	R	••••	QHo	---	---
Play on a pack containing a Silent Strider. That player must send one Silent Strider to the Hunting Grounds until the next Regeneration Phase. If the character returns alive, his pack gains 3 victory points. Can only be played once per game					
<b>Shieldmate</b>	U	••••	Rth	---	---
Add one of your pack members to the attack when one of your characters is attacked. You decide which character receives any damage dealt by opponent.					
<b>Stag</b>	U	••••	AMi	---	Totem
Pack Totem. Faerie spirits cannot attack members of the pack. You may draw 2 additional cards whenever you attack an enemy					
<b>Surprise Ally</b>	R	••••	LAW	---	---
Play before the first round of combat when you are attacking. Add one additional pack member to the attack and draw a card					
<b>Taking the Death Blow</b>	R	••••	JMi	---	---
Play when one of your characters takes a mortal wound. Another member of your pack takes the wound instead, and that member takes the old one's place in the current combat					
<b>Uktena</b>	U	••	JCo	---	Totem
Pack Totem. Spirits cannot attack members of the pack					
<b>Umbral Quest</b>	C	••	JBr	---	---
Play on a Garou you control. Send Garou to the Umbral (and Hunting Grounds) for two turns. If the Garou returns without taking any damage, this card is worth 3 victory points					
<b>Unicorn</b>	U	••	JMi	---	Totem
Pack Totem. One pack member may regenerate one additional card during your Regeneration Phase					
<b>Wendigo</b>	U	••••	JWo	---	Totem
Pack Totem. Increase the size of your combat hand by 1					
<b>Wurm Taint</b>	R	••	JDa	---	---
All Glass Walkers act at -1 Renown during moods					

## GIFTS

Name Description	Rarity	Rating	Artist	Costs	Requirements
<b>Alias</b>	R	••••	AMa	7	Git
Creates a duplicate of the character which can be affected by anything that affects spirits. A character can only have one alias of himself					
<b>Aura of Confidence</b>	U	••	MDa	1	Sho
Increase character's Renown by 1					
<b>Awb</b>	U	••	ASh	3	Sil
Increase character's Renown by 1. Renown is increased by 2 during moods.					

<b>Balar's Gaze</b>	R	••••	QHo	5	Fio
For the current combat, any opponents with less Rage than the user can take no actions.					
<b>Battle Song</b>	U	••	RKF	4	Git
The character's pack can play combat cards at +2 Rage for the current turn.					
<b>Beastmind</b>	U	••	MuMi	3	Red
Target cannot use any equipment for one turn. Artists: MHo, TSm, LSa					
<b>Blissful Ignorance</b>	C	•	JHo	5	Rag, Bon, Ukt
Until the user takes an action, he cannot be attacked, participate in moods, or have a Gift bestowed upon him.					
<b>Body Wrack</b>	R	••••	JCo	7	Bla
Target creature takes 1 damage and may not take any actions during the next combat round					
<b>Burrow</b>	C	••	LFI	4	Met
Until the next Regeneration Phase, the user cannot be attacked or called out, nor can the user take any actions					
<b>Camouflage</b>	U	•	JBr	1	Wen
User can avoid combat with Horned characters					
<b>Catpaw</b>	U	••••	AMi	4	Lup, Rag
For the duration of the current combat, the user can dodge any attacks unless the attack says otherwise. User can only play combat cards of Rage 1 while this is in effect					
<b>Circular Attack</b>	R	••••	BDu	6	Sna
Attacks directed at the user for one round can be dodged or redirected to another character involved in the combat					
<b>Command Spirit</b>	U	••	UHo	3	Ukt, The
Take control of one spirit with Geas less than user's for one full turn					
<b>Coup de Grace</b>	R	••••	Bla	3	Bla
User can only play a Block or Dodge on the first round of combat. On any round thereafter, add 4 damage to one attack card played by the user.					
<b>Curse of Hatred</b>	U	••	JDa	3	Met
Target plays his next combat card at -2 rage					
<b>Distractions</b>	U	••••	JHo	5	Git, Si
Interrupt a combat action by forcing a victim's card to be discarded. Can only be used once per target, per combat					
<b>Exorcism</b>	C	••	JFe, LSa	3	The
Remove any spirit from play whose Geas is less than the user's					
<b>Eye of the Cobra</b>	U	••••	JFe, LSa	6	Git, Ch
Play any time before alpha or chosen. Target Garou becomes a member of your pack for one full turn					
<b>Fewis' Bite</b>	R	••••	BDu	6	Git
Only usable in Civics or Lupus form. In addition to the normal damage for an attack, the victim's Rage is decreased by 5 (but not below 1) until that damage is healed					
<b>Gale's Vengeance</b>	R	••••	Bla	9	Red, Phi, Lup
Only usable when fighting an opponent in the Hunting Grounds. Do 10 points of damage to any one target					
<b>Geas</b>	U	••••	RKF	5	Phi, Phi
Force any Garou to enter combat with anything in the Hunting Grounds. Combat must last at least 3 rounds before the victim can withdraw					
<b>Gift of the Porcupine</b>	C	••••	JCo	4	Met, Bon
Deals 2 damage to the next opponent that hits the user					
<b>Gift Tongue</b>	R	••••	LAW	3	Phi
User gains +5 Renown for the current mood					
<b>Greater Banishment</b>	R	••••	WOC	10	Red
Cancel any Gift, removing it from play					
<b>Heart of Fury</b>	U	••	Rth	5	Ala, Ch
Target cannot frenzy. Cancels frenzy if target is involved in one					
<b>Icy Chill of Despair</b>	U	••	JCo	6	Sho
No creature of lower Renown than the user will attack the user					
<b>Inseparable Eyes</b>	C	••••	EIS	5	Phi, Sil
The user's attacks cannot be dodged until this Gift is cancelled					
<b>Jam Technology</b>	U	••	Sib	4	Horn, Git
Discard any one non-attack card					
<b>Knife Wind</b>	R	••••	MDa	3	Wen
Deals 1 damage to any target. You gain victory points if this Gift hits the target					
<b>Lesser Banishment</b>	C	••••	MDa	5	Red, Sil
Cancel one Gift that requires Renown 5 or less					
<b>Luna's Armor</b>	U	••••	MuMi	4	Ch, Sil, Si
no more than one Gift of a type. Artists: MHo, TSm, LSa					
<b>Member of the Pack</b>	R	••••	BDu	7	Si
Form a pack with a maximum of 1 Garou for each season of Renown that the user has. Pack can only retreat enemies in the Hunting Grounds. Draw one extra combat card. Only usable by a Garou on one per game					
<b>Merciful Blow</b>	U	••	---	---	---
Block an attack during combat. Discard the attacking card					
<b>Messenger</b>	U	••	---	---	---
Send one spirit to the Hunting Grounds. Can only be used once per game					
<b>Mighty Blow</b>	U	••	---	---	---
Deal 1 damage to any target. Can only be used once per game					

<b>Mindseek</b>	C	••••	MPi	3	Git
The user and one other pack member can join in attack or defense for the current turn. Draw one additional combat card if these Garou enter combat					
<b>Moon Bridge Escape</b>	U	••••	Bla	5	Rag, Str
Remove one willing character or pack from play until the next Regeneration Phase					
<b>Mother's Touch</b>	C	••••	JMi	4	The, Chi
Heal the lowest damage card from target creature.					
<b>Odor of Skunk</b>	U	••	JCo	3	Met, Bon
No creature can attack the user of this Gift until the Gift is cancelled					
<b>Persuasion</b>	C	•	MDr	2	Horn, Git
Target Garou gains -1 Renown during any moods until this Gift is cancelled					
<b>Razor Claws</b>	U	••	TDi	1	Ala, Git
The user's next successful claw attack does +2 damage. Only usable in Civics form					
<b>Remove Gift's Blessing</b>	U	••••	RKF	7	The, Ukt, Ch
Cancel one Gift requiring 7 Geas or less, removing that Gift from play					
<b>Roll Over</b>	U	••••	RKF	8	Phi, Sil
Target cannot attack until one of your pack members initiates an attack upon the target					



**Old Storm-Chaser**- It's pretty nice to have a Theurge with a Geas of nine and if it even better to get an extra card every turn. Thanks to his special ability which removes your kept hand size by one. Old Storm-Chaser is one of the best Garou in the game

<b>Scream of Gaea</b>	••••	MPi	5	Git, Red	
All opponents in combat with user must discard one card during the next Regeneration Phase					
<b>Serenity</b>	C	••	ASh	2	Ch, Phi
Cancel all frenzy					
<b>Shroud</b>	U	••••	BDu	2	Ukt
End any combat involving target creature. No other attacks can be made against the target until after the next Regeneration Phase					
<b>Silver Claws</b>	R	••••	MDr	3	Ala, Sil
The user's next claw attack does aggravated damage					
<b>Song of Rage</b>	U	••••	JCo	5	Git
Send one Garou with a lower Geas than the user into frenzy					
<b>Spirit Break</b>	R	••	JCo	8	The
Discard a spirit with a lower Renown than the user and return the user to a normal mood					
<b>Word of the Fray</b>	U	••••	MDa	3	Ala
Just right before battle. The user chooses first playing and resolving his combat card before any others in the combat					
<b>Worship</b>	C	••••	WOC	4	Horn, Phi, Sil
This is an instant effect. It cannot be used during a mood					
<b>Wurm's Power</b>	••••	---	---	---	Req
Send one spirit to the Hunting Grounds. Can only be used once per game					
<b>Wurm's Rage</b>	••••	---	---	---	Req
Send one spirit to the Hunting Grounds. Can only be used once per game					
<b>Wurm's Wrath</b>	••••	---	---	---	Req
Send one spirit to the Hunting Grounds. Can only be used once per game					

Bag	Bagheera	Chi	Children of Gaea	CA	Children of Gaea
Bla	Black Furies	Fio	Faerie	FA	Faerie
Bon	Bone Gnawers	Get	Get of Fenris	FA	Faerie

Name	Rarity	Rating	Artist	Genres	Requirements
Description					

**RECLAIMING THE STOLEN**

Mary Catherine and Catherine

## RECLAIMING THE STOLEN

**Sticky Paws & Reclaiming the Stolen-** As if the Ragabosh weren't annoying enough! Try this little trick if you really want a sour look from your opponents: use Sticky Paws to steal an item from one of your own Garou, then hand it back during the Equip & Ally phase. Voila! The stolen property has been reclaimed, and you gain two victory points.

<b>True Fear</b>	U	●●●●	Uwal	4	Ahr, Red, Sha
Target opponent cannot play any combat cards during the next round of combat.					
<b>Whelp Body</b>	U	●●	Ble	7	Rag
Reduce target's Rage by 3 for the rest of the game. Rage cannot be lower than 3 as a result of this Gift					
<b>Wisdom of the Seer</b>	R	●●●●	OTu	B	Sta
You may look at another player's sept hand once per turn until this Gift is cancelled.					

## MOOTS

Name	Rarity	Rating	Artist	Renown
<b>Coern Building</b> Description Target player gains 4 victory points if the moot passes. For the rest of the game, creatures in the Hunting Grounds fight members of that player's pack at +2 Rage.	U	●●●	ASH,LSn	6
<b>Calling a Champion</b> Target Garou must act as alpha for the upcoming combat if the moot passes. Only Atrocan may vote during this moot.	R	●●●	RKF	3
<b>Close the Bawn</b> All spirit allies in play are discarded if the moot passes. Only Nomads may vote during this moot.	R	●●	RTh	5
<b>Impergium</b> All human Kinfolk allies in play are discarded if the moot passes. Only Lupus may vote during this moot.	R	●●	SBe	5
<b>Jackal's Curse</b> Choose 1 kill from any victory pile. The kill is discarded if the moot passes. Only Ragobash may vote during this moot. Can only be cast on each pack once per game.	C	●●●●	JMa	4
<b>Justice Under Gaia</b> No equipment can be used during the next Combat Phase if the moot passes.	R	●●	BLc	3
<b>Legendary Leadership</b> Play after a successful moot that you played. You gain victory points equal to that's moot's Renown cost.	R	●●●●	SCa	1
<b>Praise the Malformed</b> Play during the Moot Phase, before the moots are voted on. You decide how all meats in play vote.	R	●●●	RTh	2
<b>Quoting the Litany</b> Double the Renown of a Philodox you control for one vote.	U	●●●	D. AGP	1
<b>Rite of Passage</b> During the next Combat Phase, only Garou of 1 or 2 Renown may be the pack alpha. If a pack does not have a character of Renown 1 or 2, it has no alpha this turn.	C	●●●	JBr	1
<b>Ritual Challenge</b> Choose 2 Garou. If the moot passes, these Garou immediately enter combat for 3 rounds. Pack tactics and actions cannot be used during this combat.	C	●●●	JBa	2
<b>Saving Face</b> Play on a Garou who called a moot that didn't pass. That Garou must be the pack alpha during the next Combat Phase.	C	●●	B,c	1
<b>Silver Record</b> Target player gains 2 victory points if the moot passes. Can only be played on each pack once per turn.	C	●●●	JBr	2

Name	Rarity	Rating	Artist	Reviews
Description				
Skindancer	R	★★★★	AMG	6
If the vote passes, target Garou is placed in the Hunting Grounds and becomes an enemy. If the vote fails, the character calling the vote loses his ability to vote for the rest of the game.				
Stolen Wolf, The	U	★★★★	LAW	6
If the vote passes, target Garou reverts to his breed form and cannot change form until he frenzies. If the vote fails, target Garou frenzies and immediately goes into combat with the character who called the vote. Only members of the target's auspice may vote.				

Name	Rank	Rating	Artist	Tribe
<b>Leukippes</b>	UR	----	DCa	Bla
<p>Combat cards are played at +3 Rage against male characters and enemies. Pack members' frenzies cannot be cancelled. +3 Health. Weaknesses: Cannot take actions if there is a male character in her pack.</p>				
<b>Lone Wolf Lupa</b>	UR	---	KMu	Gla
<p>Give Lupa any one piece of non-fetish equipment from your library. This equipment cannot be destroyed or disarmed. All Gloss Walkers vote as Lupa does during moots. Weaknesses: Lupus gain +2 Rage against Lupa.</p>				
<b>Osian Mac Gaelloch</b>	UR	----	WOC	Fio
<p>All faerie kin gain +3 rage and become Osian's allies for the rest of the game. Can use any Goliard gift of any Gnosis. Weaknesses: Against five turns, Osian, host garou, and all faeries in play are discarded.</p>				
<b>Old Red Eagle</b>	UR	----	JMi	Ukt
<p>All of your pack members can regenerate an extra damage card during the Regeneration Phase. +4 Gnosis. Weaknesses: -3 Health (but not below 1).</p>				
<b>Old Wolf of the Woods</b>	UR	----	JSn	Red
<p>Can use any Lupus Gift of any gnosis. Old Wolf is at +3 Rage vs. Homids or Kinfolk. Weaknesses: Cannot use equipment.</p>				
<b>Shogeka Hunter Moon</b>	UR	---	Bla	Wan
<p>Her frenzies cannot be cancelled. All Wendigo and Uktena must vote as Shogeka does during moots. +3 Health. Weaknesses: Will not vote in favor of tribal alliances. Must be alpha</p>				
<b>Shu Horus</b>	UR	----	Pla	Str
<p>Can enter the Umbra at will. Once per game, can bring his entire pack into the Umbra. +1 Health. Weaknesses: Vampires gain +3 rage and frenzy when attacking Shu.</p>				
<b>Yuri Tsvirivich</b>	UR	---	THa	Sil
<p>Gains +8 Renown during moots. +1 health.</p>				

## RITES

Name	Rarity	Rating	Artist	Renown
<b>Gathering for the Departed</b> Description Play when one of your Gorou is killed. You gain 1 victory point.	C	••	RKF	2
<b>Rite of Glory</b> Description Play during Combat, before alphas are chosen. Choose one of your characters to enter the Hunting Grounds. If that character survives this Combat Phase, he gains +1 Rage and +1 Renown.	C	••	AKU	1
<b>Rite of Investiture</b> Description Play at the end of a Moot Phase in which one of your Gorou called a successful moot. One of your allies becomes a full member of your pack.	R	•••	RTh	0

<b>Tribal Alliance</b>	C	••	ASh, ISn	4
Choose 2 tribes to form an alliance. Until this alliance is voted out during a Moat Phase, members of the two tribes may not attack each other.				
<b>Tribal War</b>	R	•••	SBe	6
Choose 2 tribes. Members of these tribes must attack each other before they can attack any other opponents. If a player has a representative of both tribes in his victory pool, he must discard one				

TRUE FEAR

**Winter Wolf** C ●●● EAS 6  
Remove one Garou of Renown 6 or higher from play if the vote passes. That Garou is placed in its owner's victory pool.

## PAST LIVES

Name	Rarity	Rating	Alust	Tribe
<b>Alexandru ThunderRage</b> Gains +4 Renown while acting as Alpha pack's core per game	UR	★★★★	MCh	Sham
<b>Gunner Draughtbone</b> May change into Cinos form at any time Weaknesses: Cannot use any gifts	UR	★★★★	CMA	Get
<b>Jack Debitlagon</b> During his alpha action Weaknesses: Cannot use any gifts	UP	★★★★	SFV	Bon
<b>Kelly Still Waters</b> Once per turn, Kelly can end any combat after 2 rounds Weaknesses: 2 mp cost to activate	UP	★★★★	Ma	Chiv
<b>Klinal Stargazer</b> Once per turn, Kelly can end any combat after 2 rounds Weaknesses: 2 mp cost to activate	UP	★★★★	fln	Sto

**ENTRANCE ROAD**

Robert R. Mather

Almost entirely an image of Entrance Road and each other.

1990

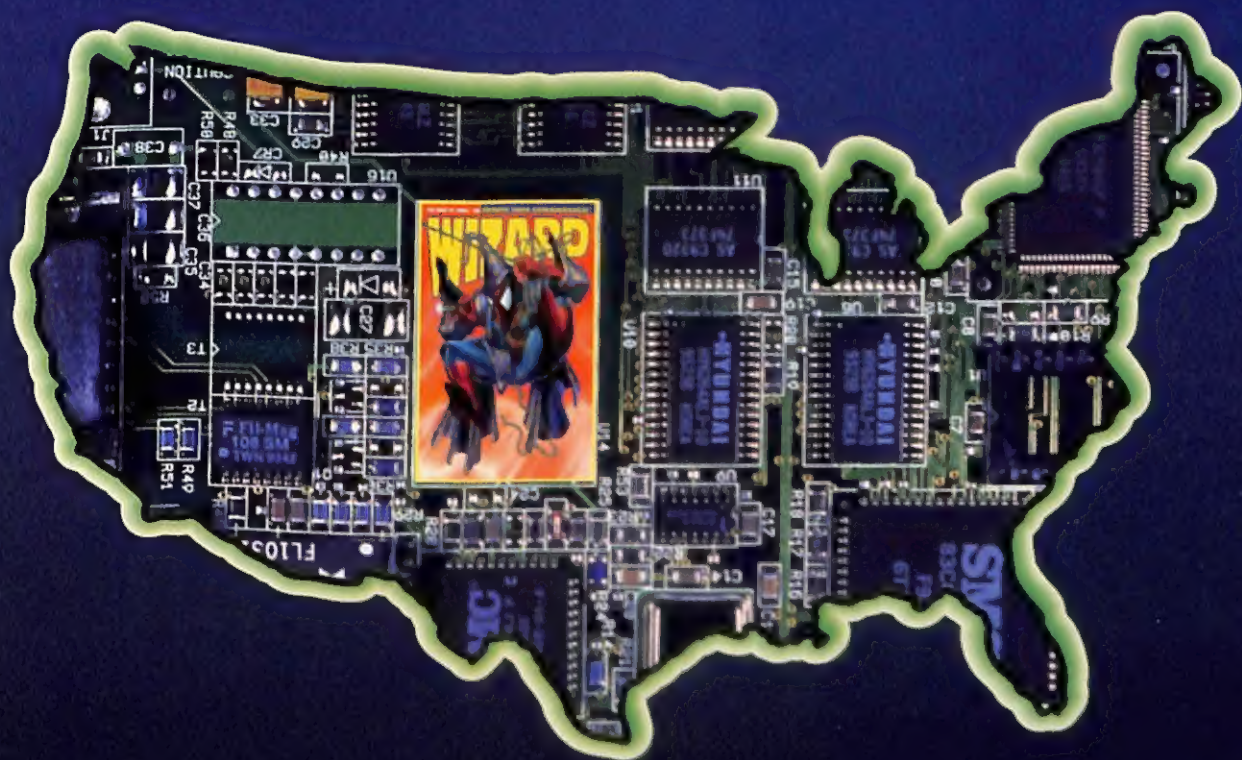
## ENTRAIL REND

**True Fear & Entrail Rend**—Here's a combo that'll finish off just about any Garou. Use True Fear during the first round of combat, making your opponent a sitting duck for the next round. Since the victim can't play a card, you're free to bluff with any combat card. For the ultimate thrashing, we recommend Entrail Rend...

Rite of Wisdom	C	••	JBt	1
Play on one of your characters at the beginning of the Moot Phase. That character must vote first on each moot, and if the character is on the winning side for every moot, he gains +1 Gnosis and +1 Renown.				
Rite of Wounding	U	•••	AKu	6
Play on a Garou who declines a challenge. That Garou cannot regenerate until it engages in battle. This Rite can be removed by a successful vote during a moot.				
Satire Song	U	••	KMe	3
Only usable by Galliards. Target character, which must have a lower Renown than the acting Galliard, permanently loses 1 Renown.				
Stone of Scorn	U	••	EAS	4
Play on a character who declines a challenge. That character cannot vote until it engages in battle.				
Victory Party	C	•••	BLc	4
Play when a pack defeats an enemy of Renown 8 or higher. This rite is worth 2 victory points.				



# Wire Into Wizard



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# The Quest for Glue

By Rick Swan

Recently, I suffered a tragic loss.

No, nobody died. The house didn't burn down. What happened was, in order to get my 3-year-old daughter out of my hair for a few minutes, I gave her some *Magic: The Gathering* cards to play with. When she gave them back, one was bent.

I'm not talking about a little fold in the corner. I'm talking a major league bend, all the way through the center, so bad that when you hold the card at the top and wiggle it, the bottom flops back and forth like a broken wing on a dead wren.

And this wasn't just any old card. It was an Alpha Gauntlet of Might, which the price guide in this very magazine places in the neighborhood of—gulp—\$100.

But surely, I thought, even in its damaged state, the poor little Alpha must still be worth something. I crossed my fingers and contacted a few experts.

They were, to put it mildly, less than encouraging. Said John Clark of Nybbles & Bytes in Tacoma, Wash., "I don't believe that there is any way that this card can be sold to any collector, regardless of what you do to it."

Eric Cleaver, sales representative of Gator Games & Hobby in San Mateo, Calif., concurred. "The card is now effectively valueless. I have a Mox Pearl"—worth about \$150 in near mint—"in similar condition and was unable to sell

it for even \$10."

OK, so a hundred bucks just went down the dumper. But wasn't there some way the Gauntlet could still be used in a game? Here, the experts were more upbeat. You can probably forget tournament play, they agreed, but the

card might be acceptable in informal settings.

"It can't be repaired so that it can be used in an authorized Duelists' Convocation game," said Jonathan Huston, owner of Troll & Toad, a distributor in Keavy, Ky. "But in private gaming, the rules for condition of the cards are up to the participants. Theoretically, if you bent every card in your deck in the same place, they would no longer be marked and you could play with the Alpha Gauntlet of Might." Sure—like I'm gonna mutilate an entire set.

Cleaver suggested I photocopy the Gauntlet and paste it on a land card. "Then, when the card comes into play, whip the damaged card out to prove that you own it." Clark recommended I paste the Gauntlet itself on a land card. "This will strengthen it, and it will no longer be a marked card. It will be thicker, but I don't believe that would be a problem. You may want to trim the sides to make it more shuffle-friendly. Try this method out on two land cards first." I did, and the results convinced me I was too inept with scissors to risk the Gauntlet.

Michael Jason Teegarden of Commissary Games and Hobbies in Houston, Texas, offered another idea. "Thin-laminate the affected card to prevent further deterioration. Carefully trim the edges so that it will match the remainder of the cards. If the card is to be taken out of play, then thick lamination would be best, of course."

If I opted to take the card out of play, he said, then I might consider including it in a complete set of Alpha cards, stored in a ring binder with plastic sleeves. "Very few sets that we have bought, traded, or sold are used for play purposes," he added. "Actually, most sets are display or collector's items."

In the end, I decided to ignore the advice of the experts and rely on a brainstorm of my own. Using a razor blade, I slit the Gauntlet in half, right along the fold. Then I aligned the pieces and brushed rubber cement along the seam.

How'd it work? About as well as you'd expect. The glue didn't hold. Worse, I managed to smear a glob all over the front, thus rendering the card even more worthless than it was before I started.

Now I have a pair of the world's most expensive book marks. Guess I'll keep 'em with the copy of *X-Men* #94 I use for toilet paper.

*Rick Swan, former newspaper editor and hot dog vendor, wound up giving his daughter the Gauntlet to use as a bath mat in her doll house.*



■ Tourney legal? You make the call...



«the eye was rimmed with fire...  
and the black slit of its pupil opened  
on a pit, a window into nothing.»

-the LORD of the rings



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